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INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

ISSUE 12

OCTOBER 1993

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Wildest FANTASIES!

After Zelda, your next rip-roaring adventure...

REVIEWED!

- LAGOON
- ROCK 'N' ROLL RACING
- ZOMBIES ATE MY NEIGHBORS
- SUNSET RIDERS
- YOSHI'S SAFARI
- DUNGEON MASTER

A Bee Team Production

OVER 320 GAMES INSIDE!

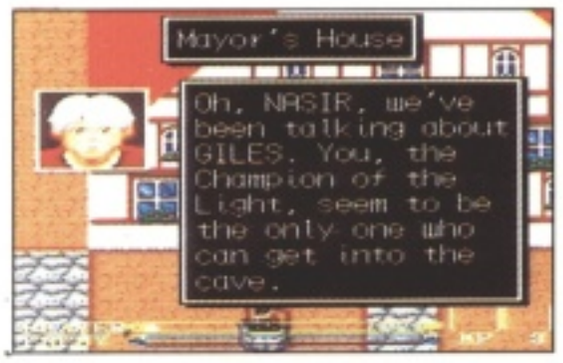
SUPER MARIO ALL STARS!

The ultimate Super Player's Guide starts this month!

NINTENDO HOTLINE!

Solve every gaming problem with one call!

The Problem's clear


Mayor's House
Oh, NASIR, we've been talking about GILES. You, the Champion of the Light, seem to be the only one who can get into the cave.

The solution's not!

LAKELAND HAS A DRINKING PROBLEM – ALL THE WATER HAS BEEN FOULED, BRINGING SICKNESS AND DISEASE TO ALL WHO DRINK IT.

AS NASIR, CHILD OF LIGHT, THE VILLAGERS ENTRUST YOU WITH THE TASK OF DISCOVERING WHAT DEMONS ARE POSSESSING THE WATER. THEY WILL SEND YOU ON A QUEST THAT DEMANDS GREAT COURAGE AND FORTITUDE. IT IS A JOURNEY THAT WILL TAKE NASIR FROM CHILDHOOD TO MANHOOD.

IN THIS BREATHTAKING ROLE-PLAYING GAME YOU CAN TURN THE TIDE, DEPARTING THE FORCES OF EVIL USING WEAPONS, MAGICAL ITEMS AND SPELLS, AND RESTORING PURE WATER TO THIS ONCE TRANQUIL LITTLE TOWN.

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Super Play

Issue 12 October 1993

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Future PUBLISHING

SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page

WILDEST FANTASIES

Lose yourself in RPG games!

What could be better than disappearing into a massive fantasy game, and letting your imagination run wild? Well, editing the best Super Nintendo magazine in the world could. And that's my new job. So let me introduce myself. I'm James Leach, and I'm taking over from Matt Bielby as editor from this issue onwards.

In case you're wondering, Matt's moved on to a secret new video games magazine launch. Luckily, he's left me with the Big Chair (still warm), a massive pile of the ultra-latest Japanese and American carts, and more anime and manga pictures than you could fit on every wall in Neo Tokyo.

So back to the world of fantasy. We've got *Lagoon*, *Holy Sword Legend 2*, *Might & Magic 2*, *Dragon Quest 1•2* and much, much more to tempt your adventure buds. Other reviews include *Rock 'n' Roll Racing*, *Sunset Riders* and *Super Air Diver*. And don't forget the tips, news, interviews and the first part of our incredible *Mario All Stars* guide.

It's a packed issue, and, just like Matt did before me, I'm going to make sure that *Super Play* keeps getting better and better. Now stop reading all this 'welcome' nonsense and get stuck into the rest of the mag. It's completely brilliant, even if I do say so myself.

James Leach

James Leach,
Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

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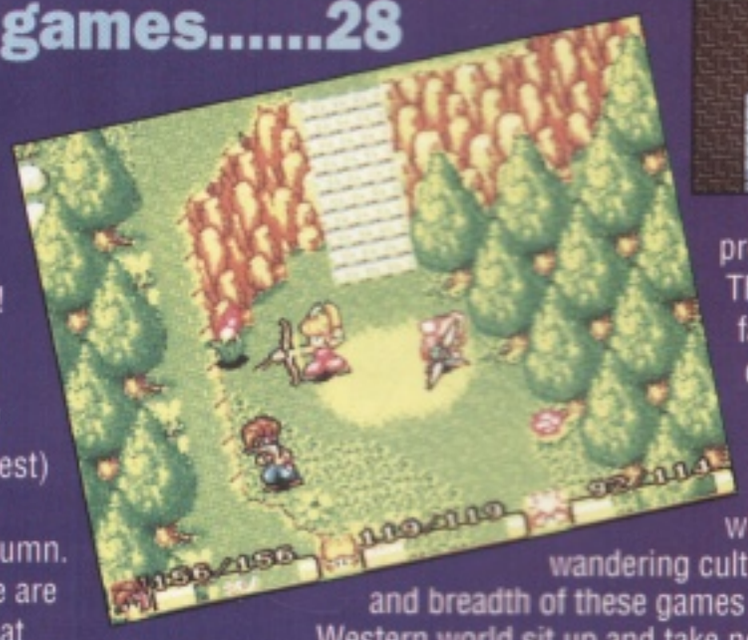

Wildest fantasies! It sounds really great, doesn't it? And maybe a bit... well, you know. But actually, it's even more exciting than that! What we've got here is a specially extended edition of Fantasy Quest, with pages of previews of the brilliant (honest) fantasy role-playing games coming out in Japan this Autumn. And – even better still – there are loads of RPGs coming out that aren't in Japanese. They're in English, in fact. We've got reviews of a couple of them, and previews of lots more. They'll make *your* wildest fantasies seem tame by comparison.

RPGs, you see, have always been popular in Japan. Something to do with their strange, wandering culture. But now the quality and breadth of these games is starting to make the Western world sit up and take notice. So come with us, if you will, and explore the bizarre and fantastic world of the role-playing game. It starts on page 28...

SPECIAL FEATURE!

EMERGENCY!

We talk to the people at the other end of the Nintendo Hotline

(Ring ring.)
'Hello. Can can I help?'
'You know *Starwing*?'
'It's my job to know *Starwing*.'
'Where's the Black Hole?'
(Digs fingernails into thigh.)
'Well, it's like this...'
The Nintendo Hotline get around 20,000 calls a day from distressed gamers (they're dealt with far more courteously than this, of course). We talked to the people who know every SNES game inside out. And not over the phone, either – actually, like, face to face.

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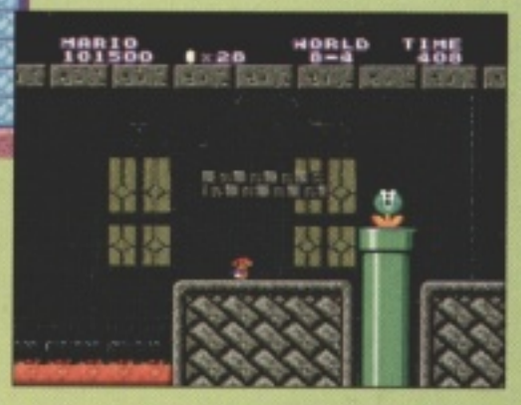
SUPER PLAYER'S GUIDE

THE SUPER MARIO COLLECTION



What – the whole thing? The *whole* of the *Super Mario Collection* (or *Super Mario All Stars* or what have you)? Completely tipped? In one issue? And with all those reviews and stuff as well? Well no, actually. (Ahem.) It's such a wondrously vast game that we're only covering the *Super Mario Bros 1* part of it this month, along with lots of general Mario hints. After all, you want this done properly, don't you? The rest will follow over the next couple of months, don't you worry. Turn to page.....60

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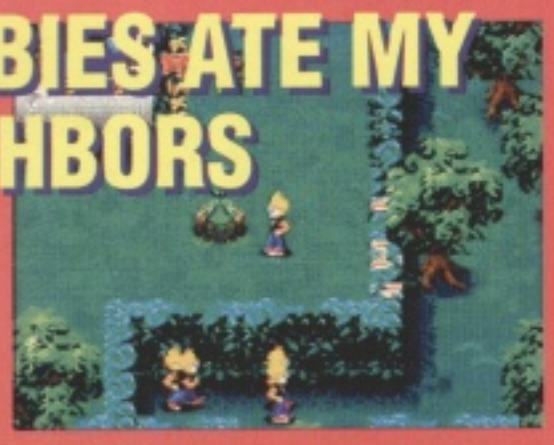
UK REVIEWS



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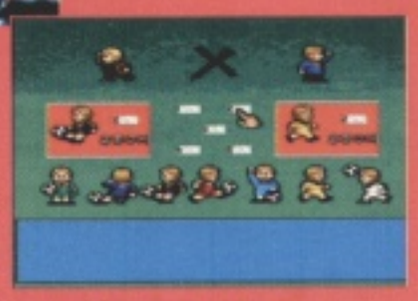

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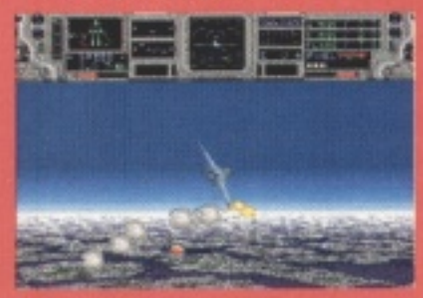

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A Bee Team Production

SUPER EXPRESS

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You won't find finer worldwide SNES news pages than these. To prove it, this month we've got some stuff about game prices, loads of previews, a pic of our new editor, Helen McCarthy's report from the US, plenty of goodies Live From Hell City, a special birthday page (you did remember, didn't you?) and the start of our fantasy RPG exposé.

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These little babies have no need for Bran Flakes.

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Our irritatingly erratic suggestions as to what might appear in the next issue. Or not.

SUPER EXP

NEWS NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO NE

This month in Super Express: more pictures of *Mario & Wario*; previews of *Captain America* and *Aero The Acrobat*; further news of the imminent Future Entertainment Show; an interview with Gametek's Kelly Sumner; a top quality birthday surprise and a huge preview of up-coming fantasy RPGs.

GAME PRICES GOOD NEWS AND BAD

When will our suffering end?

Let's start with the good news. Nintendo (bless 'em) have decided to set a standard game price of £39.99, which they plan to apply to as many of the games they publish as possible from now on. Their list of up-coming releases includes: *Bubsy*, *Nigel Mansell's World Championship*, *The Lost Vikings*, *Battletoads*, *Mystic Quest*, and *Vegas Stakes* – all due out in October – and *Yoshi's Safari*, out in November, all of which will cost – yes! – £39.99. The only exceptions to this rule will be Capcom's *Goof Troop* and *Super Mario All Stars* (due on 24 September), which will both be priced at £49.99, and *Street Fighter II Turbo*, for which no price has yet been fixed. Hurrah!

What about the bad news? Well, although Nintendo have been buying the rights to publish all sorts of games recently, the majority of the games you buy in the UK are released by third-party publishers – people like Ocean, Konami and Mindscape. And for *their* games there's no price drop on the horizon.

The frustrated publishers say it's not their fault, citing the inflated prices charged by Nintendo's Japanese wing for manufacturing carts (all carts, if you remember, tend to be manufactured in Japan, as it's not economic for publishers to do it themselves), along with the poor performance of the pound against the yen (which makes the carts even more expensive still). In fact, many are finding that the only way of getting games onto the market at reasonable prices is to hand over the rights to Nintendo and simply let them get on with it. Boo!

OCTOBER 1993 ISSUE 12

SUPER PLAY PROFILES

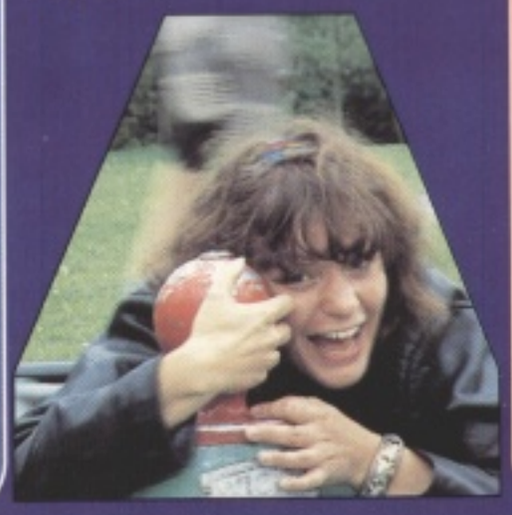
This month we're in the park

JAMES LEACH

Favourite ride: The Tower of Power (which, er, I just made up, and you probably wouldn't find in a park anyway)
Ideal picnic: Cowpats, wasps, nettles and irate farmers
Wildest fantasy: An endless repeat of last Friday night
Best moment of *Super Play*'s first year: Editorship – the ultimate power trip
My next birthday will be: Celebrated by street parties and excessive bun-eating

SUE GRANT

Favourite ride: The see-saw
Ideal picnic: A bottle of red wine, lots of different cheeses, french bread and grapes
Wildest fantasy: Sailing round the world in a tea clipper
Best moment of *Super Play*'s first year: When the first issue came back from the printers
My next birthday will be: Kept very quiet



JONATHAN DAVIES

Favourite ride: The slide
Ideal picnic: Some sandwiches and a flask of tea
Wildest fantasy: Waking up one morning and finding I'm actually Captain Jean Luc Picard of the Starship Enterprise, and not Jonathan Davies at all
Best moment of *Super Play*'s first year: When I swapped my rubbish chair for Jason's nice comfy one, and he didn't notice for months
My next birthday will be: Largely unnoticed

P RESS

O NEWS NETWORK SUPER NINTENDO

Top Jap games shop BIC Camera saw huge queues once again.

Perhaps the best outcome of all this is that *Street Fighter II Turbo* won't be going for anything like the £65 Bandai charged for the original game. A definite price hasn't been set yet, but if Nintendo can sell the 16 Mbit *Super Mario All Stars* for under £50, we reckon they ought to be able to sort you out with 20 Mbits of *Turbo* for about the same. The release date's been put back to November, though, unfortunately.

In Japan, meanwhile, where *Turbo*'s on sale already, thousands of people queued outside the country's games shops on 10 July – loads of people braved the rain to get the game the split second it came out. Maybe Capcom's lavish TV ad had something to do with it...

The Japanese *Street Fighter II Turbo* ad features the whole *SFII* team, but Chun Li, predictably, hogs the camera for most of it.

THE BEST WAY TO BUY A SNES

More good news (for those who haven't yet bought a Super Nintendo at least): a *Super Mario All Stars* pack has been announced, containing the game and a SNES. It'll go on sale in October, priced £129.99, alongside the existing *Starfox* pack. Given that we gave *Mario All Stars* 96% in issue 11, our joint highest score ever in the world, this seems like a bargain. Meanwhile, the *Super Mario World*, *Street Fighter II* and Super Scope packs are being phased out.

This box, with its contents, can be yours for just £129.99. This isn't its actual size, obviously. It's absolutely huge in real life.

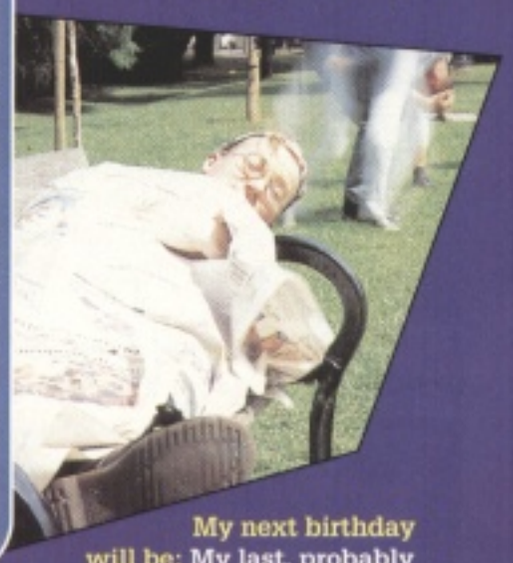
MARIO & WARIO (Nintendo)

Here are some more pics of *Mario & Wario*, Nintendo's forthcoming puzzle game, which we previewed in last issue's *Mario* bonanza. It's got Mario, Yoshi and Princess Daisy in it, along with a new character – Wanda – who you control in an attempt to save our heroes from the evil Wario's traps. And it's all done using the Nintendo mouse! The game should have just come out in Japan, so we'll be giving it a good reviewing in the next issue, but we've no news of a UK release date just yet. November-ish would be our estimate.

That's Wanda, the character you control, in that little bubble. She's a fairy (quite a tough one, though, probably) who can either give Mario, Yoshi or Daisy a shove in the right direction, or make blocks appear and disappear, a bit like in *Troddlers*.

ZY NICHOLSON

Favourite ride: The bench
Ideal picnic: Bulmer's Special Reserve (from the bottle)
Wildest fantasy: The Littlest Hobo trots up to me and lets me slip a bit of string round his neck
Best moment of *Super Play*'s first year: When they picked me up off the streets and gave me a job



My next birthday will be: My last, probably

LISA NICHOLLS

Favourite ride: The little frog on a spring that you sit on and wobble about
Ideal picnic: Banana mousse and jelly
Wildest fantasy: Waking up and finding that the whole world has gone fluffy
Best moment of *Super Play*'s first year: When I got to cuddle Neko
My next birthday will be: The most significant event on the calendar

JEREMY BRIDGEMAN

Favourite ride: Swings and roundabouts
Ideal picnic: A barbie with my friends, as long as the cooked and uncooked meat is kept separate
Wildest fantasy: Discovering a hoard of Nazi gold at the bottom of my garden
Best moment of *Super Play*'s first year: My first piece of fan mail
My next birthday will be: In seven months, three weeks and six days

NEW!

This month try our special picnic sandwich for size.

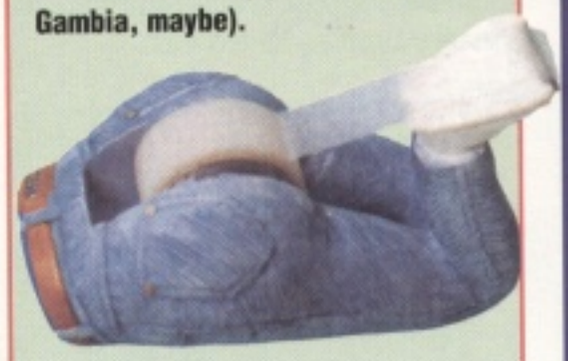
RECIPE OF THE MONTH

No 2 *Super Play* Super Sandwich

Take a stick of French bread and slice it in half. Spread with butter, mustard and mayonnaise. Now fill with four slices of processed cheese, three rashers of cooked bacon, one slice of smoked ham, and a large spoonful of coronation chicken. Add some slices of red pepper and onion. Garnish with lettuce, cucumber and tomato. Finally, sprinkle with Parmesan. Then eat!

ONLY IN JAPAN

Our irregular window on some of the irregular things going on in what must be the oddest country in the whole world (apart from The Gambia, maybe).



Fed up with searching for the end of the Sellotape™? Then you'll be needing one of these – it gets to the 'bottom' of the problem every time. We just hope very much that they don't produce a larger version for use in the bathroom.

WRIST ACTION

Fed up with reaching for the TV remote, only to find it's all the way across the other side of the settee? Then help is at hand from Japan's industrious inventors. As well as telling the time, it'll control your TV and video from a range of up to 30 feet!

WATCH THIS SPACE

Slightly less out-of-the-ordinary, much more impractical, but infinitely more stylish, are these alternative timepieces. Yes, you too can carry around a Space Shuttle, a Stealth Fighter or a Blue Thunder on your wrist. They even tell the time, although you might have trouble sliding back your cuff to read it.

CAT-UPUNCTURE CORNER

It seems that those crazy Japanese are using acupuncture to cure family pets, nowadays. Apparently a cat fell out of a 4th storey window in Osaka. It was pretty smacked in, but by shoving needles into its head, special acupuncture doctors reckon it'll make a full recovery. And yes, we know you're not fooled, and this tale (true though it is) is a space-filler. What d'you expect? A preview?

SHOW UPDATE

The second Future Entertainment Show

It's getting closer to the second massive Future Entertainment Show every day. And the latest news is that Radio One has been officially named as the FES station!

The FES, as you'll know, is being held from 11 to 14 November at Olympia, the top venue in London for huge, totally great shows.

Although the Autumn schedules at Radio One are still being sorted out and nothing's certain (except that Dave Lee Travis won't be there), the plans are pretty clear for the FES coverage. There'll be:

• A major daytime show broadcast live from the event.

Olympia. Home of the Gods. Where never is heard a discouragin' word...

Future Publishing says that it's SHOWTIME!

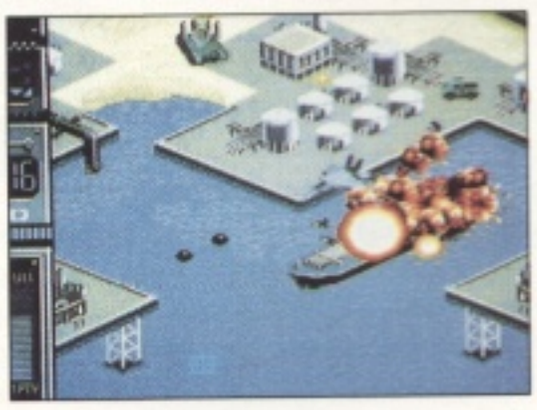
Don't you hate those 'Hey, why don't we do a show?'-style musicals they made in the 40s? Eh? Eh?

• Coverage by wacky, unpredictable funster Steve Wright.

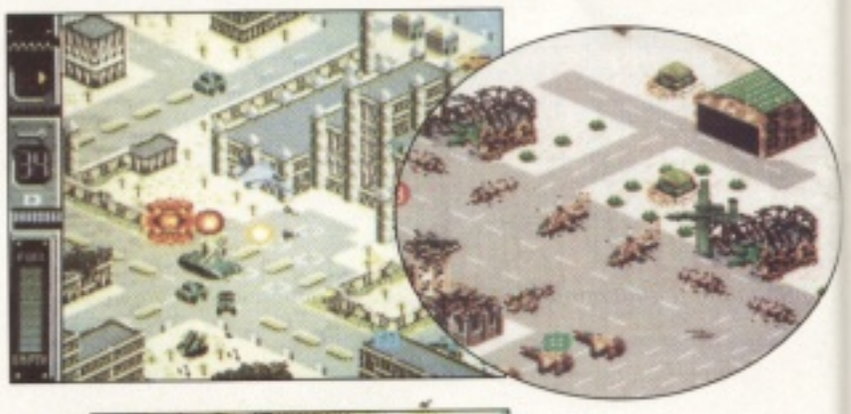
• One FM 'jocks' will make regular appearances on the Radio One Roadshow at FES – all on air!

So if the idea of seeing everything that's new in the SNES world, including the chance to meet the *Super Play* team and play the latest games from the UK and abroad, isn't appealing to you, perhaps you'll be turned on at the idea of seeing your favourite DJ walking around the place talking to himself. It's all happening at the show!

DESERT FIGHTER (Seta)



No, we're not trying to pull one over on you. We'll freely admit that we've previewed this already, in issue 9, under the name *Operation Desert Storm*. But two things have changed since then. Firstly, there's the name, which has now become the slightly less close to the bone *Desert Fighter*. And then there's the number of nice pictures we've got, which has increased by a factor of about six. So here *are* lots more pictures, clearly showing the two sorts of plane you can fly – F-15 air superiority fighter and A-10 tankbuster – and just how good the graphics are. If *Desert Fighter* plays anything like as good as it looks we should be in for a treat of gigantic proportions, with dogfights and ear-splitting explosions. The game comes out in October on an 8 Mbit cart.



***Desert Storm, Desert Fighter, Desert bleedin' Orchid...* as long as it's a great game, we don't care if it's called *Dessert Spoon*.**

NINTENDO SUPER TOUR ROADSHOW

Metro? He should be called Porsche.

Apparently Nintendo took a lorry, stripped out the usual gubbins inside it, and filled the cavernous interior of the 25 ton trailer with all the most exciting new products, and called the result the Nintendo Super Tour Roadshow.

This ponderous vehicle then lumbered around our once-green isle, occasionally stopping with a terrifying hiss of airbrakes, to allow folks inside. Once there, they could appreciate *Nigel Mansell's World Championship*, *Bubsy The Bobcat* and masses of other forthcoming releases.

The host was Metro, the hip 22-year-old with the serious games playing habit. He proved his skills time and time again, playing such venerable opponents as Shadow from *The Gladiators* and members of the band 'Let Loose' (who we've never heard of).

The tour was a huge success, and Nintendo are planning to repeat the exercise every Summer, so watch out for the big red and white lorry coming to your town as soon as the weather hots up.

More Turtles, more Twinbee... and some men with guns!

KONAMI'S NEW YEAR LINE-UP

If you consider yourself a Konami fan (and you'd certainly be in good company if you do), you will be thrilled to hear that they've got at least four new games in the pipeline at the moment, and a long-awaited UK release for another.

TURTLES: TOURNAMENT FIGHTERS

First, chronologically speaking, is the new *Turtles* game, *Tournament Fighters*, which hits Japan in November and should be out in the UK just in time for Christmas (cashing in quite neatly on the new *Turtles III* film – nearly). While the first *Turtles* title, *Turtles In Time*, was a scrolling beat-'em-up with various other bits in, this new game is a more fashionable one-on-one beat-'em-up. The Turtles themselves have been suitably beefed up with bigger sprites and more moves, and, as well as them, you'll be able to fight using Shredder and lots of other characters from the comic books.

It looks like there's going to be trouble. Big trouble.

And why? Because these captions aren't very relevant to the piccies. Ulp!

LETHAL ENFORCERS

Then in January there's *Lethal Enforcers*, a conversion of that coin-op where you use a real-looking gun to shoot real-looking people (who're actually real actors recorded on some sort of a real laser disk system). The game will come with a bright red pistol of Konami's own making (they didn't feel Nintendo's Super Scope was quite right for the job, somehow), although it's not yet clear how the video footage will be translated to the Super Nintendo.

They don't look much like killing machines, do they? In fact, they look more like cuddly little chaps.

ACTION TWINBEE

We don't know much about this one, except that it's a platform game starring Twinbee (as in Pop'n), isn't a coin-op conversion as far as we know (unlike *Pop'n Twinbee*), has the pretty pastel-shaded graphics we've come to expect from this sort of thing, and is due for a UK release in February. (We're not sure of the Jap date yet.)

LEGEND OF THE MYSTICAL NINJA 2

And finally, the best news of all is that Konami are hard at work on a sequel to the indescribably brilliant *Legend Of The Mystical Ninja* (which was our very first *Super Play* Classic in issue 10's What Cart?). Details are a bit thin on the ground at the moment, but it's a pretty safe guess that the new game will be even more wacky, varied, RPG/beat-'em-up-ish and nice to look at than the original.

And, speaking of the original, Konami have had a change of heart – they WILL be releasing it in the UK after all, in January! This is the sort of corporate thinking we like. So we'll send them a pen or something.

FOUR LONG-AWAITED CONVERSIONS

YES THEY *ARE* COMING OUT!

We probably get asked about these games more often than every other game in the world put together. But now they're finally on the way – though it's anyone's guess when they'll arrive.

FLASHBACK

Remember *Another World*? Well, imagine the same fab graphics, only better, and with some real gameplay to back them up this time. That's *Flashback*, and it's coming out through Sunsoft in Japan in December. There's no firm UK date yet, though.

COOLSPOT

There aren't many reasons to be jealous of Mega Drive owners, but *Coolspot* has, until now, been one of them. It's one of the best platform games ever, with a fabulously-animated central character, and it's made its Californian author an extremely rich man indeed.

LEMMINGS 2

Psygnosis are hoping to get this 16 Mbit, six-times-better-than-the-original sequel out in the UK before Christmas.

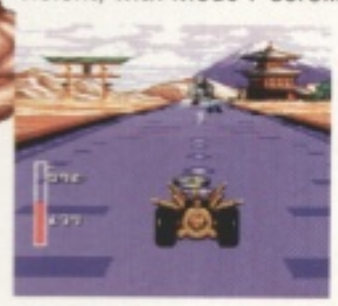
SOCCER KID

This has only just come out on the Amiga – and it's a unique and fun platform game that'll be on the SNES in Japan in December. UK-based developers Krisalis haven't yet signed up a publisher for this country.

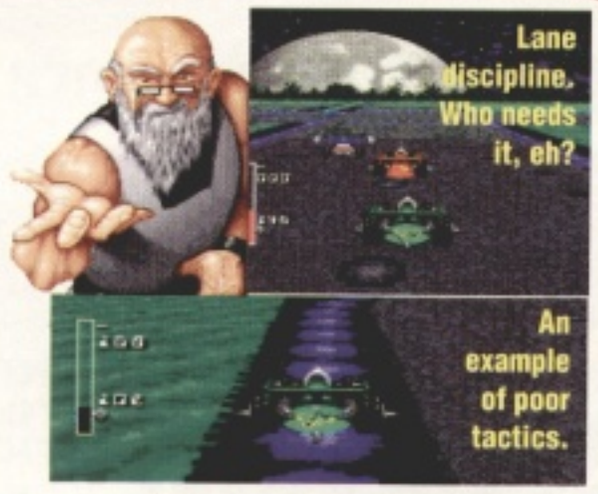
'Oh, er, sorry. I seem to have bent one of your spikey things.'

BATTLECARS

We previewed this last month as well. Er. But here are some new, better, pictures! And, in case you'd forgotten, *Battlecars* is sort of a cross between *Mario Kart* and *F-Zero*, only more violent, with Mode 7 scrolling, a two-player split-screen mode and cars covered in spikes that can blow each other up.



The road is long (and purple), and that pagoda doesn't seem to be getting any closer.



Lane discipline. Who needs it, eh?

An example of poor tactics.

NAMCO A-GO-GO!*

It's rare for *Super Play* to devote a whole page to previews of one company's games. But a) Namco have just set up shop in London, so we'll be able to play their games on official release from now on, b) they have got an *awful* lot of new games on the way, and c) we're a crazy bunch of guys. (*Spirogyra! – Ed.*) See? Now Namco, as we're sure you know, are the people behind *Xandra's Big Adventure* on the Super Nintendo and some cracking PC Engine games like *Galaga '88*, so they should be given a warm welcome. All the newies on this page will be out around Christmas/the new year, along with *Smash Tennis*, reviewed last month as *Super Family Tennis*.

Namco carpet-bomb Britain with new games!

If he was white, with big gloves on, he could almost be...

PAC MAN 2

Er. Here's Pac Man. Again.

Namco's *Pac Man 2* game is derived from the *Ms Pac Man* platform/adventure coin-op-type jobby, rather than the maze game that started it all. We don't know much about it at the moment (incredible though that may seem), and it won't be appearing until rather later than the rest of the bunch – Easter next year, probably.

Pe-nal-ty! Pe-nal-ty! Pe-nal-ty!

PRIME GOAL

This was one of the games mentioned in our 'Football Crazy!' feature on the Japanese J-League season last month. And, since we wrote that, *Prime Goal*'s come out in Japan to a pleasantly warm reception. It's a traditional side-view footy game, but with a few novel features like swapping-about viewpoints and newspaper reports. And the animation looks pretty corking, too.

This one's based closely on *Cosmo Gang: The Puzzle* game (which we reviewed in issue 3), but swaps the little *Cosmo* characters for ones from *Pac Man*. (Obviously.) We hope there'll be a bit more too it, though – *Cosmo Gang* was a little lacking in depth.

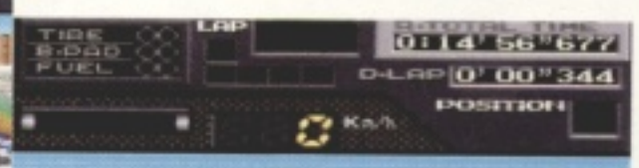
PAC ATTACK

There's a two-player mode, too.

SUZUKA 8 HRS

This is Namco's answer to *GP-1*, a game we reviewed in issue 10 and didn't like very much. That's to say, it's a motorbike racing game, and a pretty impressive-looking one, too, with largish sprites and juicy-looking crashes. Brrm brrm!

We previewed this briefly last month, as you'll no doubt recall. It looks jolly good, eh?



Right: Oi! You ruffians! Come back with my leg!

Metal Marines looks very anime, with big eyes and giant robots all over the place. Just what we like to see in *Super Play*.

It does look rather wargame-like, doesn't it? Still, *Metal Marines* seems like it'll be a pretty action-based affair, with lots of animated weaponry and, erm, metal. We'll probably give it to Jason to review.

METAL MARINES

They're missiles. Not cigars. Or squid.

The only thing is, wouldn't metal marines sink?

AERO THE ACROBAT

(Sunsoft)

Next month we'll have a review of this. It's called *Aero The Acrobat*, and it features an acrobat (called Aero) who jumps about in a circus, swinging on trapezes, firing himself out of cannons, catapulting himself from see-saws and diving through hoops – and not just

Left and above: Aero doing a bit of his acrobatic-type stuff.

to amuse the audience, either, but also to fight off the evil industrialist Edgar Ektor. The graphics are nice and colourful and the way circus tricks are incorporated into the action is neat. And, as for any other features, well, you'll be able to see for yourself when the game comes out in October.

Above: The Mode 7 spiny-roundy bit. Right: Watch out! He's not as cute as he looks.

THREE NEWIES FROM MINDSCAPE!

And all three of them are coming out in October (before you ask).

CAPTAIN AMERICA

This one features Captain America, and the Avengers – Iron Man, Hawkeye and The Vision. That makes four super-heroes altogether, one of whom you can choose to beat up lots of baddies with. All their secret powers are faithfully reproduced.

WING COMMANDER: THE SECRET MISSIONS

Now you can buy *Wing Commander* all over again – but with different missions! Actually, thinking about it, *Wing Commander* was very much a story-based game, so this wouldn't necessarily be such a stupid idea. And one or two defects of the original have been corrected in this sequel, too – enemy ships move around rather more smoothly, and are easier to hit.

Three brand new games for the Autumn – we'll be reviewing them all in the very next ish. (Probably.)

CHAMPIONSHIP POOL

And finally there's this, which might not look like much, but is actually the Super Nintendo's first pool game. There are billions of different ways of playing the game, along with a couple of different views – overhead and a 3D(ish) close-up, there's a choice of tunes to play on the juke box, there's a replay option that plays backwards, there's a unique (by our reckoning) aid to aiming, and – most importantly – the balls bounce around just like real ones.

BOOKS

After a brief summer recess, Books is back! Jonathan Davies emerges from his comfy chair and leafs through the first tome of the season...

SUPER NES GAMES SECRETS GREATEST TIPS

The editors of *GamePro* magazine
Prima Publishing, 182pp, £10.95
ISBN 1-55958-387- 8

GamePro is one of America's top-selling games mags, so you'd expect them to know a thing or two about games. And they do! What *Super NES Games Secrets Greatest Tips* (or *SNESGSGT*) basically is, is a compilation of every scrap of gaming knowledge the *GamePro* team possesses – tips for something like 100 games.

We are talking tips, here, though, and not solutions. Most tips books featured previously in this column have gone into great detail over games like *Zelda* and *Super Mario World*; *SNESGSGT*, on the other hand, sticks to little tips and cheats, like how to get 99 lives in the Forest of Illusion 4 on the latter. It's basically like Mode 7, only a lot bigger. (And not as brilliant, obviously. And it only has tips for games that've come out in America. And they're all for the US versions, although they mostly apply to UK games as well.)

And that's about it. All the tips work. They're well laid out, and illustrated with lots of pictures. The only thing I didn't understand was the choices of little icon used to decorate each entry. A hexagon for *Super Bases Loaded*? A molecule for *Space Football*? Somebody crossing a road for *Paperbox 2*? What's going on? **Get hold of this book by phoning Computer Manuals on (021) 706 6000 (do mention this review), or try your local bookshop.**

LIVE FROM HELL CITY

Peter Evans and his Hell City chums have come up with another long list of new games for you this month. So sit back, relax and have a look at these...

ACTRAISER 2

Enix ● Cart size unknown ● 29 October

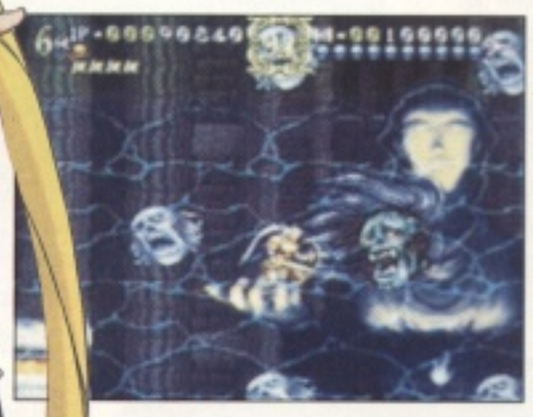
So you reckon *Soul Blazer* was the follow up to *Actraiser*, eh? Wrong! *Actraiser 2*, the proper sequel, is due at the end of October in Japan, and promises more of the same, and less of the aimless wandering about that got slightly tedious in *Soul Blazer*.

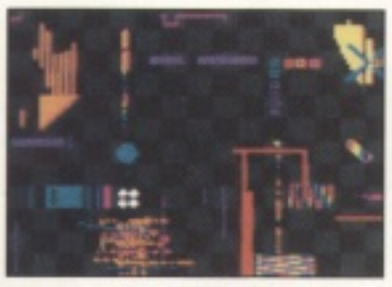
The graphics look absolutely splendid. (*Aw, and I can't wait to hear the music! I can't wait! – Jason.*) (*Sorry – Ed.*)

SOUND FACTORY

Nintendo ● Cart size unknown ● Release unknown

Still wondering what to do with your Nintendo mouse? How about *Sound Factory*, on the way from Nintendo themselves? It takes the musical side of *Mario Paint* and expands on it, letting you create music by drawing weird shapes and colours on the screen, and saving the results into battery backed-up memory if you deem them good enough.





***Actraiser 2* (left) and *Sound Factory* (above). Which one d'you think'll be better?**

It doesn't look much like *Chase HQ* to us. But who are we to judge?

SUPER CHASE HQ

Taito ● Cart size unknown ● November

The Super Nintendo's never been able to count amongst its friends a version of *Chase HQ*, the classic crim-pursuing coin-op. Until now, that is. (As you'll probably have guessed.) *Super Chase HQ* is a bit strange, though, in that it gives you a from-behind-the-dashboard perspective, rather than the seeing-the-car-on-the-screen-in-front-of-you one that the original had. This would seem to eliminate the possibility of the bit where you lean out of the window and clamp a flashing light onto the roof, that made the coin-op such a pleasure to play.

Sailor Moon and her Pretty Soldier chums – and they *are* jolly pretty.

PRETTY SOLDIER SAILOR MOON

Angel ● 12 Mbit ● Out now

It's hard to think of a more unlikely set of heroes than *Sailor Moon* and her leggy, short-skirt-wearing chums. But, having made it big in a top anime series, they're now set to do the same in a scrolling beat-'em-up from appropriately-named publisher Angel. Even before its release the game has built up quite a following in Japan, though this seems likely to be for reasons other than its simultaneous two-player mode or jumbo sprites.

She certainly gets about a bit, young Sailor Moon. Look – here she is again, down in the corner of the page.

HELL CITY TV TIME

The anime and manga video scene seems to be going absolutely crazy here at the moment. I can't quite figure out why it's so suddenly taken over everybody's lives, but it seems like only a few weeks ago that it was just a popular sub-culture, and now it's got be massive news. But never one to miss passing on some hot news, we've got together a couple of charts for you. Watch out for some of these videos in the UK in a few months...

TOP SELLING ANIMATED VIDEOS (JAPAN)

1. All Purpose Cultural Cat Girl Phase III
2. Pretty Soldier Sailor Moon 2
3. No Need For Tenchi Vol 6
4. This Is Greenwood VI
5. Armored Dragon Legend Villgust
6. Moldiver 2
7. New Century GPX Cyber Formula 11 Vol 4
8. Pretty Soldier Sailor Moon 1
9. Ah! My Goddess Vol 1
10. Lupin III: Caligostro's Castle

And watch out for a new video from Hitoshi Yoshioka, author of the wonderfully-named *Irresponsible Captain Tyler*. He's called it *Idol Defense Team Hummingbird*, and it's about the privatisation of the Japanese Self Defense Force (their army/navy/airforce amalgamation).

To make money, the top five pilots from top squadron Team Hummingbird, who are all sisters, must do teenybop singing, dancing and wear swimsuits for photo-sessions. They can handle close-to-the-edge high-G fighter combat, but can they handle being adored by the young public? Hope the vid makes it over there so you can find out...

Now turn to page 22 and try your hand at our *Super Play* birthday-type competition (we're one this ish!) to make up a title and plot for a new manga or anime film.

***Sailor Moon*'s also doing very well on video. And deservedly so, we reckon.**

That's *Super Pinball* at the top there, with the mysterious *We Are Back* to the right and the seriously metal-heavy *Shadow Stalker*, below.

SUPER PINBALL – BEHIND THE MASK

Melduck ● Cart size unknown ● December

Still craving for a decent Super NES pinball game? Something to do the machine a bit more justice than *Jaki Crush*? Well, *Super Pinball might* be what you're looking for. It's in 3D, it comes from something of an unknown quantity as far as Super Famicom games are concerned, and that's about all we know just now.

DORAEMON 2

Epoc ● Cart size unknown ● Release unknown

We quite liked the first *Doraemon* game, which was reviewed in issue 10, mainly because the blue cat-type hero is so 'different', but the RPG-style bits between the platform sections made it pretty heavy going for non-Japanese speakers. Nevertheless, it might be worth keeping an eye out for the sequel, which looks similar, only with lots of toys in it.

Wolfenstein (right) looks rubbish in pictures, but astounding once it gets moving. *Doraemon* (below) looks platformy.

SHADOW STALKER

Athena ● Cart size unknown ● Release unknown

Phwoar, eh? You can't really go wrong with giant robots. And Athena's *Shadow Stalker*, set in the near future, with a ninja character taking on lots of rampant machinery, looks as if it might be really rather good. Especially if that ED-209-type thing does the business.

WE ARE BACK

Altron ● Cart size unknown ● Release unknown

Dinosaurs are a pretty safe bet these days too, and *We Are Back* looks to have lots of them in. You can probably make out a Tyrannosaurus rex there, for example, and what looks like a Triceratops. Not too sure about your hero, though – he looks a little on the plump side.

WOLFENSTEIN

Id Software ● Cart size unknown ● January

'Is *Wolfenstein* coming out on the Super Nintendo?' – a question which I believe *Super Play* is frequently asked by people who've played the game on the PC and been utterly bowled over. 'Yes!' is the answer. 'In January here in Japan, and in the UK soon afterwards.' In it, you're wandering around a WWII castle picking off guards while the view whizzes about in 3D. The graphics are rather blockier than the PC version's, but they move around incredibly smoothly and convincingly by cunning employment of Mode 7, and the baddies are really good. Only bad.

OTHER THINGS

And if you ever are in the area, it might be worth checking out one or two of these...

Konami's Controller at a rather jaunty angle.

COMMAND CONTROLLER

This is Konami's de-luxe, top-of-the-range controller, and it's jolly slick. It's got the best features of the standard-issue Nintendo model – the ergonomic D-pad and the cunningly-placed buttons – plus a whole host of extra gadgets, like programmability, and there's even a CPU in there somewhere to control everything. It costs ¥3,500 (about £20).

WATER TRAVELLER

We haven't really mentioned Japanese films much before in Live From Hell City (apart from anime ones, obviously), so here's one to make amends. *Water Traveller: Samurai Kids* is the story of a chap who gets shrunk in some bizarre accident, causing previously innocuous household articles to become insurmountable obstacles. Not much new there, you're probably thinking. So what's it doing in *Super Play?* Well, look at the pictures closely and you'll see that at one point our hero ends up playing his Super Famicom – by jumping about on the now-gigantic buttons! A UK release seems unlikely, somehow.

Yikes. This thing must have the worst fish-breath on Earth.

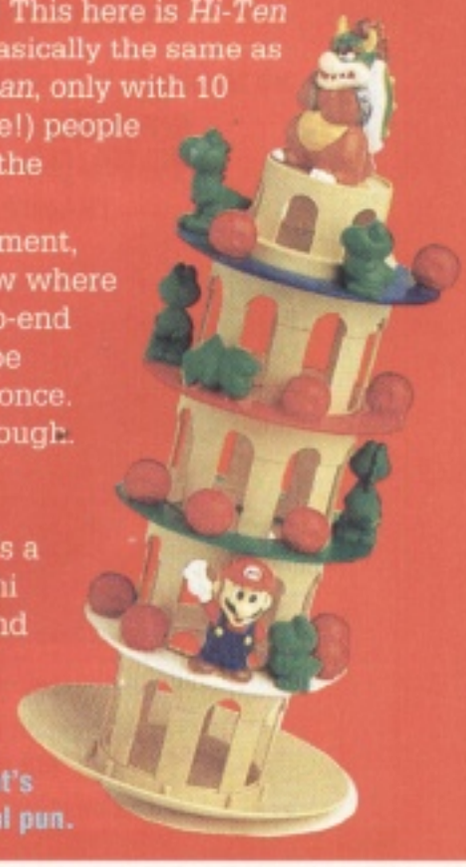
The game's displayed on a huge, expensive wide screen TV.

HI-TEN BOMBERMAN

You probably thought *Super Bomberman* represented the ultimate in multi-player fun. (In fact, we told you as much when we reviewed it.) But think again! This here is *Hi-Ten Bomberman* – basically the same as *Super Bomberman*, only with 10 (10! Just imagine!) people running around the screen at once. Unfortunately it's just a 'concept game' at the moment, only playable at Hudson Soft's Japanese roadshow where they've got two PC Engines connected up to a top-end PC. But you never know – a SNES version might be feasible if you plugged in two Super Multitaps at once. They'd have to make the graphics really small, though.

ERM...

Finally, we thought you'd be interested in this. It's a sort of plastic tower thing. It's got Mario and Yoshi in it. And some apples. And Bowser at the top. And it comes with a die with coloured spots on it. We assume it's a game of some sort but, erm, we've no idea how you'd go about playing it. Or whether it's any fun.



The real thing doesn't lean over like this. That's just Jez making a visual pun.

SUPER PLAY'S HOT LIST

Here, for you and you alone, dear reader, is *Super Play*'s view of the top games around.

JAMES

'Nobody can prise me from *SFII Turbo*. And if anyone beats me, they have to be Zangief, and I get to be any of the bosses. I'm also into *Mario Kart*. If anyone beats me, they have to be Toad and I can be Luigi.'

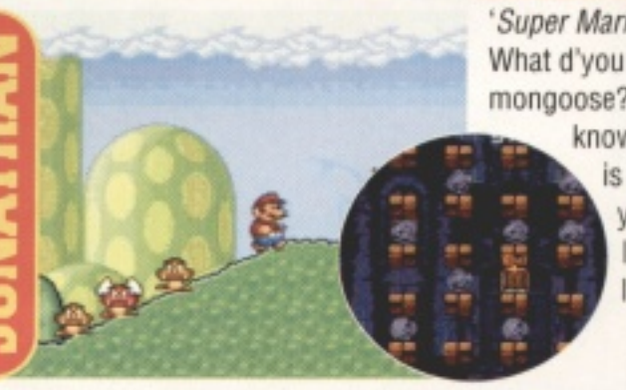
SUE

'*First Samurai* is my fave game at the moment. Those sound effects are fab. And the weirdness of it is appealing, too. But let's not forget *Mortal Kombat*. A great punch-fest and no mistake. "Get over here!" See? I can even do the impressions. And for some reason I've also been playing *Super Mario World*.'

ZY

'*Yoshi's Cookie* isn't everyone's idea of the perfect feast, but I find it addictive. It helps that I'm proving to be a bit of a demon at it as well. Then there's *Battletoads*. Not the easiest game I've ever played. But I'll beat it yet!'

JONATHAN



'*Super Mario Collection* of course. What d'you think I am, some sort of a mongoose? Mario is king, as we all know, and this superb selection is enough to make the hair on your forearms rise. Oh, and I've dabbled with those tricky little *Troddlers* as well.'

LISA

'Mario's pretty cute, I suppose. I'm not keen on the moustache, though. But the *Super Mario Collection* games are fun. They're not enough to stop me going back to that lovely seal game, though.' (Syo The Seal – *Ed.*)

JEZ

'*Super Air Diver* is the one for me, I'm afraid. Those views are pretty spectacular, and I'm not averse to blasting missiles at the evil enemy planes which wander across my Head Up Display, either. Oh, and I've been bashing away at *Dracula*. An occasional evil undead bit of necking is always nice.'

IT'S... THE SUPER QUIZ!

So you think you know everything there is to know about games do you? Well, test your knowledge with this *Super Play* quiz and see just how far you get. We've set it out just like a real game with Easy, Normal and Hard difficulty levels and even a huge and deadly End-of-level-boss-type question. So keep your wits about you and dig in...

EASY

1) Where would you find the Golden Goose, exactly?
2) By what name is Princess Daisy also known?
3) Who played Luigi in the recent film?

NORMAL

1) How old is Goro?
2) How many wives does he have?
3) Where does he live?

HARD

1) Which *Mortal Kombat* characters is/was in the military?
2) How do you perform Carlos out of *Final Fight 2*'s Jumping Attack?
3) Which wrestler was due to appear in *WWF Royal Rumble*, but didn't quite make it?

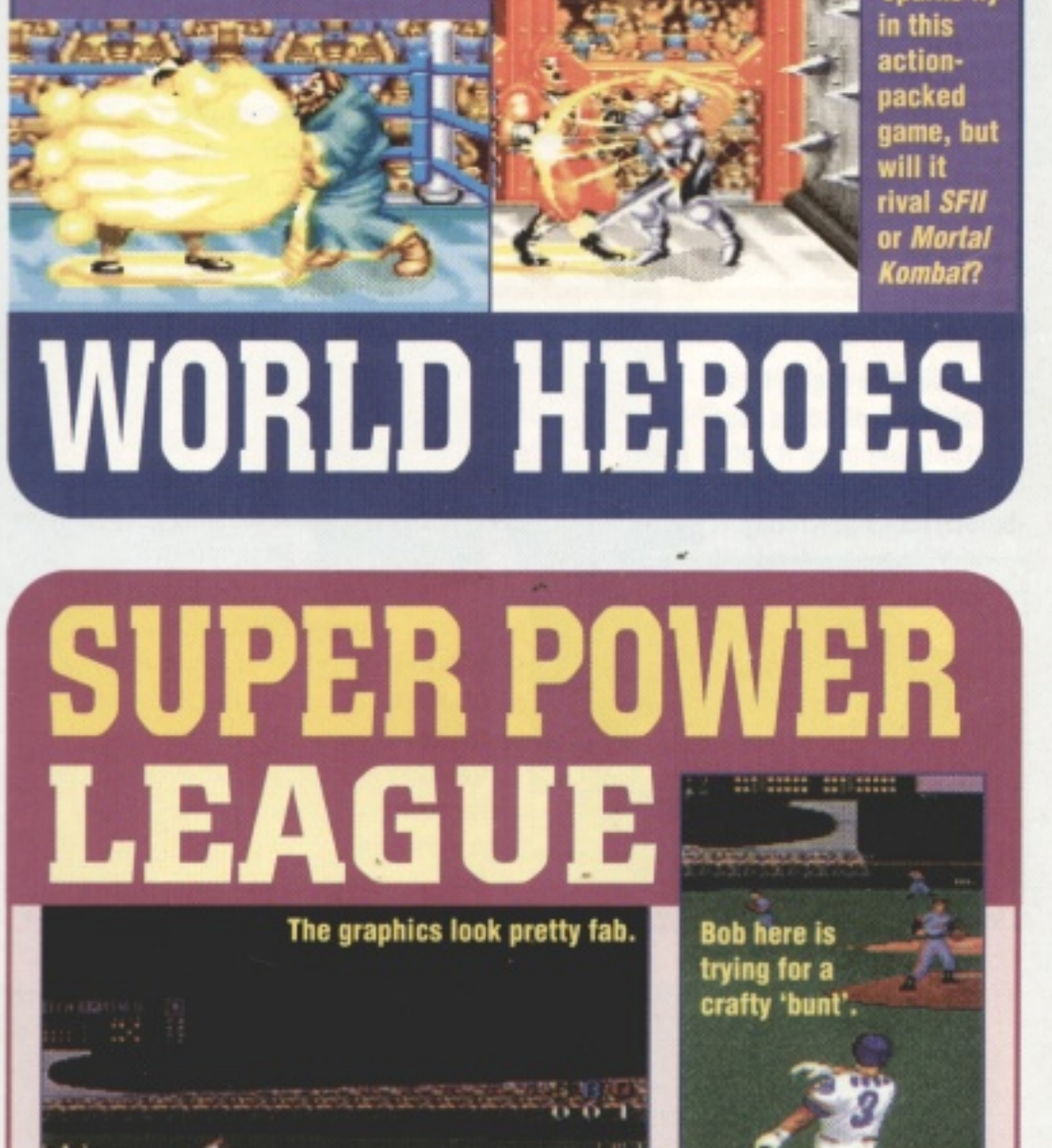
END-OF-LEVEL QUESTION

What is the name of Robin Williams' little daughter? (You might not think this is particularly relevant to the world of the Super Nintendo, but it actually is. So there).

Got stuck, then, did you? Or do you just want to check you got them right? Then turn to page 98 and you'll find the correct answers. There's no prizes – it's just for fun!

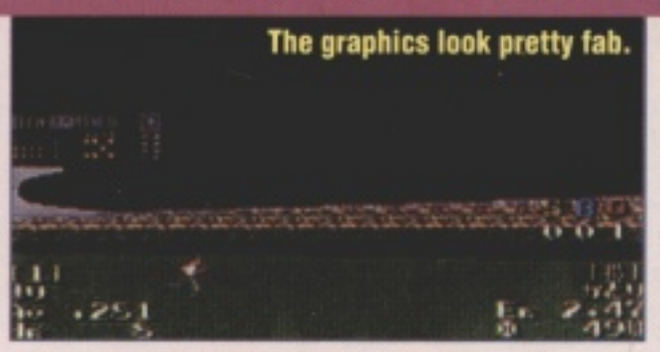
WORLD HEROES (Sunsoft)

It's a beat-'em up! It's got wacky moves in, and things like electrified walls you can throw people onto. It's coming out in October. And we'll be reviewing it in the next issue.

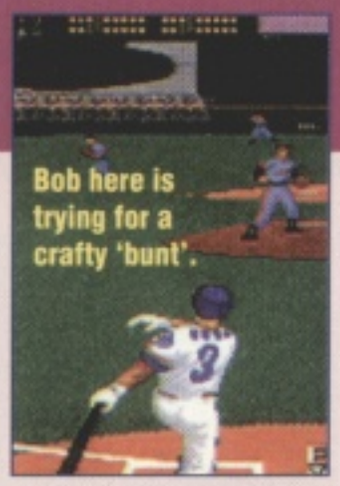


Sparks fly in this action-packed game, but will it rival *SFII* or *Mortal Kombat*?

SUPER POWER LEAGUE



The graphics look pretty fab.



Bob here is trying for a crafty 'bunt'.

Oh no! Not another baseball game, we hear you cry! But wait – this one's a) got really smart-looking graphics, and b) is by Hudson Soft, which means that c) it's Super Multitap compatible, and d) it can be played by up to four people at once. Hurrah! And there's not much else to say about it, except that the game's already done very well on the PC Engine. Oh, and there's an option to play matches at night. (With floodlighting provided, obviously.) It's on a 12 Mbit cart, it's out now in Japan, and we should be carrying a review in the next issue.

INNOVATIONS AMERICAN STYLE

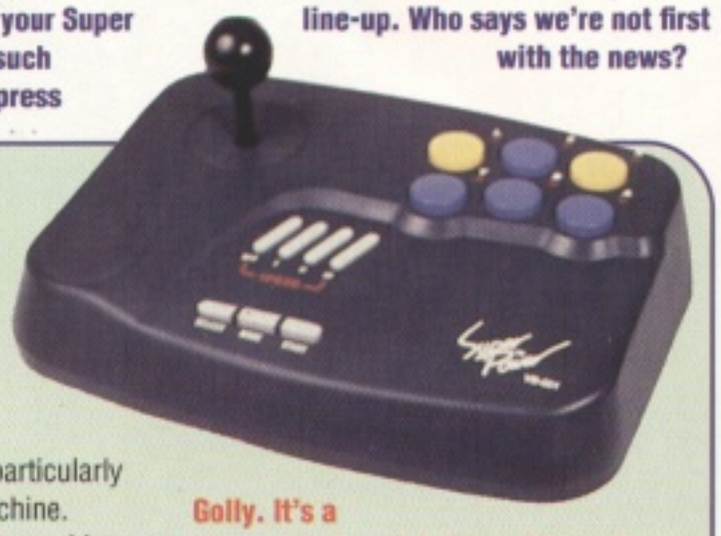
Every so often a company will decide that there really aren't enough peripherals for your Super Nintendo. Innovation is one such American firm, and Super Express takes a quick peek at their brand-new, not-even-out-in-America-yet line-up. Who says we're not first with the news?

Super Power Arcade Joystick

First up is the Super Power Arcade Joystick. This little contraption is a six-button, matt grey affair. The stick itself is similar to something you'd find on a particularly well looked after arcade machine.

The buttons are all the same bluey colour, except for L and R, which are green, for some reason. They're very springy, so you've got to decide whether you can sleep at night, knowing just how bouncy they really are.

As well as the standard controlly things, the Super Power stick has three auto-fire buttons, for different rates of blasting, a slow-motion switch and a hold-fire button. This doesn't seem to do anything useful, so we'll skip it.

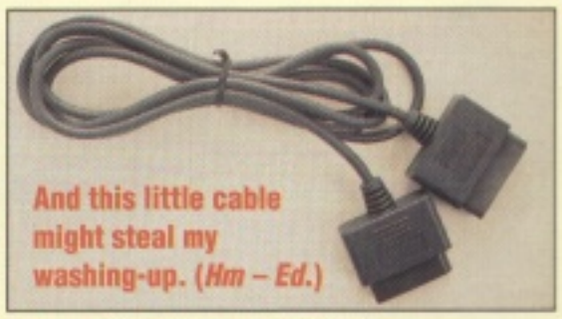


Golly. It's a big arcade joystick thing. I hope it doesn't spoil my dinner! (*Eh? – Ed.*)

SuperCable

How about a SuperCable for your system? What we've got here is nothing more or less than an extension cord with a male SNES joypad adaptor at one end and a female one at the other. So you can sit further from your SNES while you play.

Perfect for those whose eyes somehow magnify things, enabling them to sit further from their tellies and see whatever us normal folk would see at a normal distance.



And this little cable might steal my washing-up. (*Hm – Ed.*)

Joypads? Truffles soaked in Benylin if you ask me. (*Doh! – Ed.*)

SuperPad

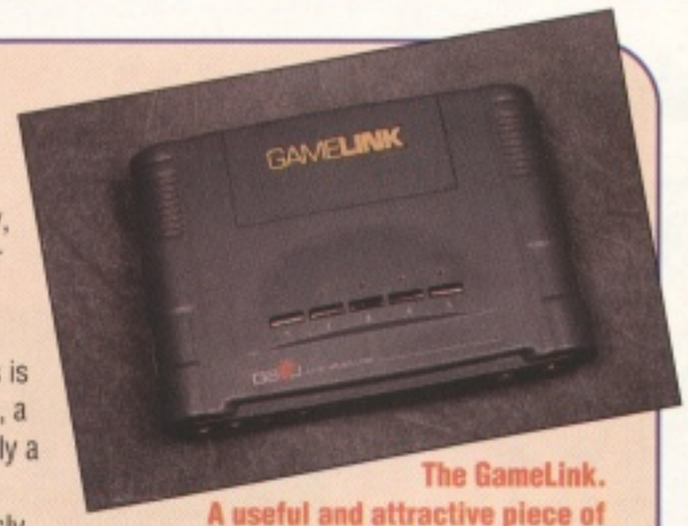
And finally we come to the piéce de resistance. The SuperPad. This classic little invention uses clever infra red waves to transmit your joypad commands to a receiver plugged into the Super Nintendo remotely. So there are no wires trailing out of the top, there can be no foul-ups between the two joypads, and the dog can't snag the wire as he walks past on his way to the water bowl.

The range of the pads is an incredible 40 feet, and they remain pretty darned accurate right up to that. In fact, they really are jolly fab. The temptation remains to blame them when you fail at a game, though.

Video GameLink

Next we come across the Video GameLink. This item won't actually enhance your gameplay, but it will make everything tidier for you. In fact, GameLink is something of a misnomer, because what the machine does is accept a video input, a TV aerial, a SNES, a Mega Drive and possibly a camcorder input, and connects them all to one TV simultaneously.

There are five buttons on the case, which enable you to switch between the bits of kit at will, and without unplugging anything. Like, wow! Which is ideal for lazy people, or those scared of getting electric shocks off the back of the telly.



The GameLink. A useful and attractive piece of apparatus. (*Now that's better – Ed.*)

MORE CONTROL FOR THE MASSES

Logic 3 are planning the release of two joypads of their own in a couple of months. Like most of the replacement Super Nintendo pads, they're a bit more design-orientated than the bog-standard Nintendo controllers. They also have many options which you don't get with the standard pads.

Logipad

The Logipad is the world's first pad with closed microswitches, apparently. It's got independent semi and full autofire on all six buttons and, of course, it's been ergonomically designed by robots to fit the hand as comfortably as possible. Whose hand, though, isn't clear. The Logipad will cost £17.99.

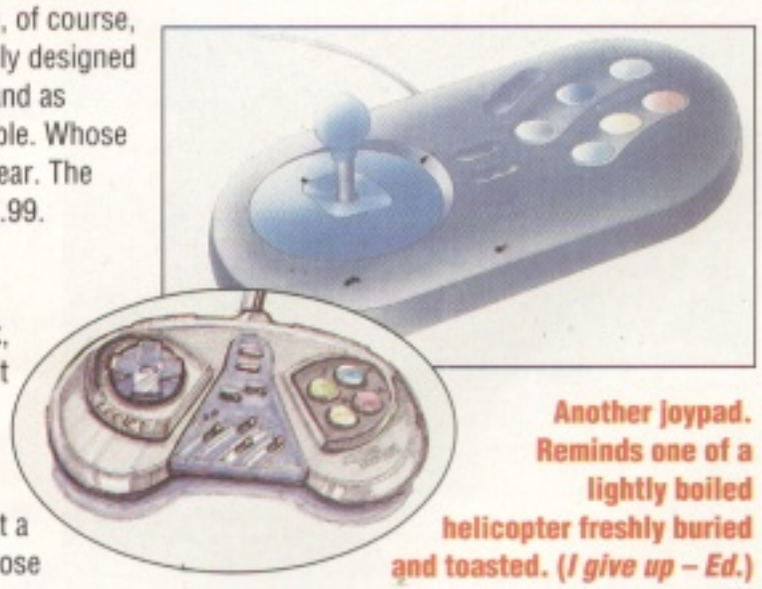
Phantom

The Phantom joystick, however, is a different sort of beast altogether. Obviously, its stick-like properties make it a bit specialised, but those who are used to this sort of control really do swear by them.

Inside, there are more of those cheeky closed micro-switches. The stick is eight-directional, and you get six fire buttons. There is also an autofire speed control, a slow motion switch and an overgenerous 8 feet of cable.

The price of Logic 3's Phantom will be £24.99.

Call Spectravideo, distributors of the Logic 3 range of joypads and controllers, on (081) 902 2211.



Another joypad. Reminds one of a lightly boiled helicopter freshly buried and toasted. (*I give up – Ed.*)

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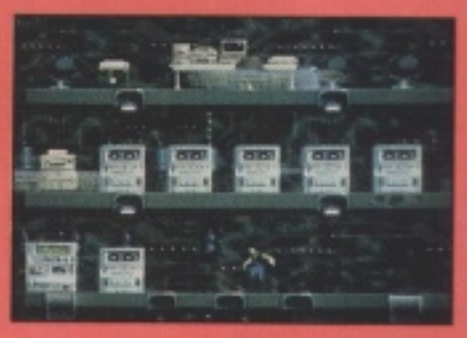
IMPOSSIBLE MISSION:

2025 The Special Edition

Our more mature readers might remember *Impossible Mission*. It was available about 3 million years ago on 8-bit formats. And now it returns, thanks to MicroProse.

You are a special agent seeking to penetrate a large skyscraper owned by Elvin Atombender. In this vertically impressive building he's invented evil robots capable of taking over the world. Obviously, the idea is to foil this plan.



You can play one of three characters – Felix the riot ranger, Tasha the hyper-gymnast or RAM the renegade robot. They must wander around lots of rooms avoiding traps, whilst destroying things, probably.

As a bonus, the original 8-bit version of the game will be on the cart, which will appeal to those who have always dreamed of making their SNES perform like a Commodore 64.

Impossible Mission: 2025 The Special Edition will be released in December, priced £49.99.

Top sim-writers MicroProse have produced another potential winner in *Impossible Mission*.

Sick of it yet? We're not!

THAT JURASSIC LARK

The *Jurassic Park* saga continues, with record takings at cinemas all around the country. People, it seems, are vaguely interested in a fictional tale of dinosaur mayhem on an island populated by Richard Attenborough, Jeff Goldblum and Laura Dern.

The Super Nintendo version is a pretty crucial part of Ocean's line-up, and they're being very careful to try and get things right. And now you can judge the progress for yourself from these screenshots.

The game will feature two distinct styles of play, and already Ocean have taken the effects to the limit, with a rather nifty crunching sound when the Tyrannosaurus Rex catches the little geezer. Unfortunately, Nintendo thought the bone-splintery noises were a trifle *too* realistic (which implies that they know what people being eaten sounds like), so they asked Ocean to tone it down a bit.

Maybe if he keeps his hat pulled over his eyes they won't recognise him.

Left: Even the boring bits without dinosaurs in have been faithfully covered. Below: It would probably be tactful not to tread on the baby velociraptors.

The big N were more than happy with the visuals, though, so if you're a gore fiend, you'll still enjoy the bit where the bloke disappears into the gaping maw of the big lizardy bird-related monster animal-type thing.

We'll be doing a full review of this in the next issue, with a bit of luck, and that'll be *Jurassic Park* sorted out.

By the way, if you haven't already seen the movie, get out there and catch it before it vanishes to sell-through land, and you're stuck with having to watch it on the small screen.

FREE ALADDIN TICKETS!

Yes – get in gratis to the film of the year!

A late item of FES news, now. It's been agreed by Future Publishing and Disney that anyone who buys a ticket to visit the Future Entertainment Show at Olympia on the Friday (12 November) will get a free ticket to see the forthcoming *Aladdin* film (which we've already seen, and reckon is better than *Jurassic Park*, even).

Don't miss out on the opportunity to see this brilliant film free.

Loads of cinemas up and down the country are showing the film at 11.30 on Sunday 21 November, and this is the showing your free ticket'll get you in to.

Don't forget, this year the FES is advance-ordered ticket only. You won't be able to buy them on the door. To order yours, phone: (051) 356 5085.

Hilarious, fast action cartoon fun as Twinbee and Winbee try to stop the mad Professor Mardock and his evil Donguri Army from taking control of the world.

Pop'n TwinBee

1 or 2 Players

CVG 93% *Incredible gameplay and more features than you know what to do with.*

Super Action 92% *There is near-constant action throughout and never a glitch in sight.*

Game Zone 89% *Pop 'n' Twinbee is a smart cart. If you're a fan of Parodius, you really can't afford to miss it.*

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

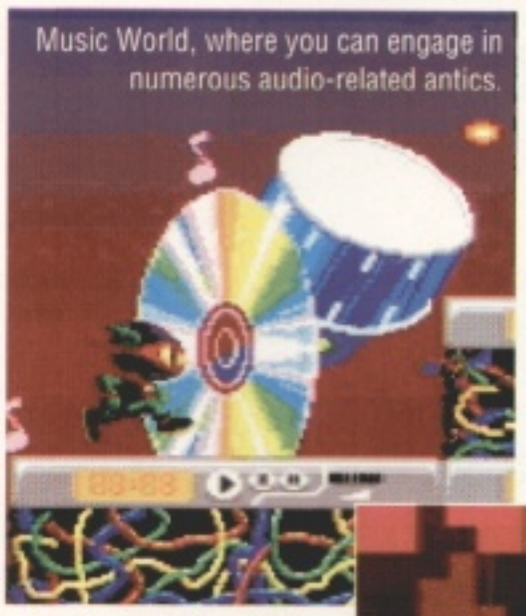
KONAMI®

Distributed by KONAMI (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

ZOOL

(Gremlin Graphics)

To Super Nintendo owners brought up on a diet of multi-talented Italian plumbers and muscley, sword-wielding young men, the idea of an ant with two of his legs pulled off might not sound too promising a hero. But *Zool* does have ninja capabilities, and he's probably not meant to be an ant anyway, so that's okay. Anyway, what all this is building up to is the fact that top Amiga platform game *Zool* is coming out on the Super Nintendo in November. There isn't much in the way of clever stuff about it – Zool darts about in a reasonably insect-like manner, and the baddies are quite imaginative – but it's got really colourful graphics and moves at a cracking pace. Is this really what Super Nintendo owners want to be playing, though? Old Amiga platform games? (*We'd rather reserve judgement till we've seen the finished product – The Super Nintendo Owners.*) Oh all right.



Music World, where you can engage in numerous audio-related antics.

Above: Oh, we've done that one already.
Right: Tool World, which has gots lots of tools in it.
Below: Desert Island World, replete with lots of desert islands.
Bottom left: Sweetie World.

Above: It's a slippy-slidey icing world!
Left: More Sweetie World frolics.
Er. Zool, eh? Is he an ant? Or isn't he? The evidence in favour is his colour (black), his size (very small) and the nimble way he moves. Against, is the fact that he's only got four legs.

Now you can play before you, er, pay!

RENT-A-CART

Sega Mega Drive owners have been able to shamble into video shops and hire out games for aaaages. But, sadly, Nintendo owners haven't. Until recently, it was thought that, because Nintendo refused to let their own games be hired out, third party publishers couldn't do so either. But someone's recently been rifling through the 1988 copyright act and has discovered that third party publishers CAN actually legally allow their games to be hired out after all. Hooray!

The upshot of all this is that, as of a date in the not-too-distant future, you'll be able to wander into your local branch of Blockbuster Video (or Ritz) and walk out with an armful of Super Nintendo games! (After paying the rental fee and everything, of course.) Publishers currently thought to be interested in the scheme are Electronic Arts, Accolade and THQ, and more are bound to follow suit. Nintendo themselves, however, are still keeping their carts to themselves.

BLABBERMOUTH

with Kris and Tel

It's a wonder our mechanical chums ever get to actually play any games, what with all the time they spend on the telephone gossiping about them. It's just as well for us that they don't stop talking, though – they've got contacts absolutely *everywhere*, and they're always the first to pick up on any half-decent rumour, even if accuracy tends to fall by the wayside a little from time to time. Let's listen in, eh? (But shhhh...)

Hey, Tel, did you see *Super Play*'s lead story this month? The one about third party publishers being unable to bring the prices of their games down, because Nintendo of Japan are charging so much to make the carts for them? And all that stuff about the strength of the yen not helping much either?

I sure did, Kris.

Well, I was talking to this 'bloke' I know at Nintendo, and he told me that Nintendo are setting up a factory in China, the land of cheap labour. It's only going to be manufacturing Super Nintendos and Game Boys to start off with, but I reckon if they started putting carts together as well, we could see prices come tumbling down.

That would certainly be a good thing, Kris. But I've got something much more interesting for you. It appears that Tony Morrison, from incredibly popular musical combo Take That, is a Super Nintendo owner and a terminal games player. He's a *Mario* fan at heart, apparently, but will play anything as long as it's fun and has good background music going on.

Reeeally? I'm a massive Take That fan, as you know. (*Oh dear – Ed.*) Hey – did you hear something just then?

I don't think so. But, on the subject of celebrities, you probably already know that Dexter Fletcher, out of TV's *Press Gang*, is the Dominik Diamond replacement for *GamesMaster*.

Come on, do us a favour.

Yes, but did you realise that old Dex is a bit of a wizard at the *Super Mario Collection*? I heard that he completed the whole thing only four days after buying it.

Wow! What a hero! I can't think of any more celeb-related stuff, but you know how Nintendo are increasing their market share in this country by lowering the price of the Game Boy to £40 (without any carts)? I reckon that Super Nintendo prices might be in for a drop as well. Although, to be fair, the evidence for this is still rather thin on the ground.

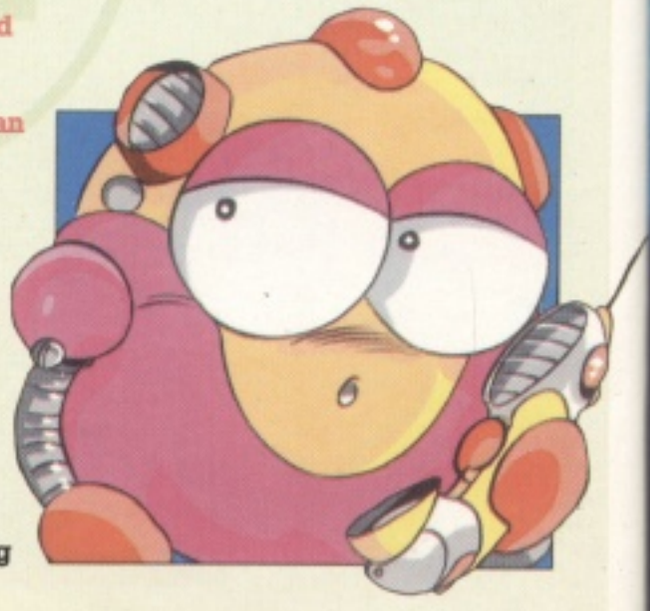
Thin indeed, Kris. But have you seen that new arcade machine around at the moment – *Lucky And Wild*? It's a two-player driving and shooting thing, and it's jolly fast and exciting. It's got great, stylish graphics, too. That's not the important bit, though. Apparently, an unnamed American company is developing the game on the Super NES, and we'll be playing it next year. Sounds, intriguing, no?

Yes! But hey – remember last month I mentioned the Games Arena plan that Rumbelows were getting into shape? Well, this month I've got a bit more information about it. It's nearer than I thought, and there was an official press launch on the 19 August. My sources reckon it's going to be modelled rather like the Comet Game Zone, and it'll cover every major console format, including Game Boy and NES. More info is bound to leak out soon.

And, talking of leaks, Konami in Japan have let it slip that we could be seeing *Super Castlevania V* very soon indeed – possibly even as soon as January!

Zowie! I love *Castlevania*! Gotta go, though. My parents'll kill me when they see the phone bill.

Yikes! Maybe *I'd* better call you next time, eh?



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PALCOM SOFTWARE

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Take control of an unstoppable war machine equipped with a hyper-space propulsion pack that allows you to do battle anywhere between the Moon and Earth's atmosphere. Armed with 4 devastating weapons and an awesome three-in-one cannon, this giant mechanical warrior is equipped to annihilate everything in it's path. 7 war torn levels of realistic carnage, so intense you'll feel compelled to run and hide.

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ANIME WORLD

Pronounced 'ah-nee-may'

ALL THE WAY FROM AMERICA

Like so many magazine editors of late, Helen McCarthy's been to America, where she visited two of the world's biggest anime conventions – Anime America and Anime Expo. This is her story...

There was stacks of anime merchandise on sale. Quite literally.

The atmosphere was impossible to describe unless you were there – the two US anime conventions were an amazing experience. Here are some extracts from my trip diary...

24 JUNE

We take a guided tour of San Jose's Japanese quarter, specifically the renowned Nikaku Animart. It really is all they say – a tiny store crammed full of Japanese goodies of all kinds, great anime stock and the best service anywhere. Now I know why they're everyone's number one for anime goodies by mail order.

25 JUNE

Day one of Anime America. Registered, put up Steve's and Wil's work in the art show, and gave my panel to an audience of only 18 – but they asked lots of questions! The Dealer's Room was huge, with more anime goods than you've ever seen – old toys, die-cast Clover Dunbines from years back, Totoro toys of all sizes, books, posters, cels – yes, cels, REAL anime cels, from as little as $5. Fantasies of building a great cel collection go when I realise that the cheapest you can get a *Deedlit* or *Katsumi Liquer* or *Dirty Pair* is $150!

Apparently, these two dress up as the *Dirty Pair* for a living. And they obviously eat well.

26 JUNE

The masquerade (fancy dress competition) is a happy shambles, with two pairs of lovely Angels and the coolest looking Ryo Saeba clone I've ever seen. Ken-ichi Sonoda, designer of *Bubble Gum Crisis*, signs autographs and draws sketches for loads of otaku. Monkey Punch and Haruka Takachiho (creators of *Lupin III* and *Dirty Pair* respectively) hang around looking cool. Kitty, the company best known for Rumiko Takahashi's output, introduce a new English dub of their OAV *The Enemy Is The Pirate*, 'dubbed in England for the English market' – all the charas sound American and there's lots of swearing, but it's great fun. I interview Megumi Hayashibara, the cute voice actress for Pai in *3x3 Eyes*, and Ranma-chan in *Ranma 1/2*.

27 JUNE

First convention over already! Takachiho-san's heading straight back to Tokyo to work on another *Dirty Pair* OAV series – a six-parter that's due for release late this year, or early '94. Meanwhile, I discover more hot news – Sonoda-san hasn't yet signed up for the new *Bubble Gum Crisis* project, though most of the original *Crisis* team have. The convention's Osamu Tezuka Award, presented to honour achievement in bringing anime and manga to the West, goes to writer and translator Fred Schodt.

28 JUNE

Anime America '94 is already in the pipeline, and Nagai Go will be one of the guests of honour. Meanwhile, there's *Jurassic Park* to see at a local cinema and another con to come.

2 JULY

In Oakland, Anime Expo swings into action. More putting up of artwork, and meeting of retailers who stock the mag and fans who read it. Another huge dealer's room opens, and another set of panels and screenings gets underway. Sad news for the convention – their main guests, chara designers Hiroyuki Kitazume, Haruhiko Mikimoto and Michitaka Kikuchi have all dropped out; to compensate they have a number of replacement guests

Above: *Animerica*, wot US anime fans read. Right: Giant series *Giant Robo*. Our Helen met Iwagata, its director!

Gosh. To the right is Megumi Hagashibara, who's the voice of Ranma-chan in *Ranma 1/2*.

and a stunning line-up of Western anime premieres. I meet Trish Ledoux, *Animerica* editor, and her team. Hot news: Viz, publishers of *Animerica* and translated mags galore, are going into video, and plan to produce English versions of all 161 episodes of *Ranma 1/2*! Plus! Trish has recently finished taping her very first starring role as a voice artist – she will be Princess Kahm in the upcoming English language dub of Johji Manabe's *Outlanders*.

3 JULY

A fun panel with other magazine editors. I get to interview yet more anime luminaries, including Keita Amemiya, who has produced a number of live action films and is premiering his new work, *Zeiram*, at the con. Drool over the first pages from Buichi Terasawa's stunning manga, *Takeru*, generated on an Apple Mac so the images can be exported to any format, be it print, video or computer game. Laurence Guinness, of Manga Entertainment Ltd joins us at the bar! Another masquerade, and more people in anime costume, including the best Queen Esmeralda I've ever seen, with a red wig that goes down to her ankles, and a neat Katsumi Liquer in AMPD uniform. More awards – *Animerica* wins the Society for the Promotion of Japanese Animation award for the Best Publication.

4 JULY

America's big celebration day, but the last day of Anime Expo. Say goodbye to friends old and new. My last interview is with director Iwagata, of hot new hit OAV series *Giant Robo*; we discover a mutual love of *The Rocky Horror Picture Show*! There'll be – yes – another Anime Expo next year, and they too have invited us back. No guests have been confirmed yet, but Disneyland is rumoured to be the venue.

There were plenty of anime lookalikes about. You'd be hard pressed to tell this chap apart from *City Hunter*'s Ryo Saeba, for example.

CONTACT ADDRESSES

Anime UK magazine will have a full American convention report in issue 10, which is available in October from your local comic shop or from *Anime UK* Ltd, 70 Mortimer Street, London W1N 7DF.

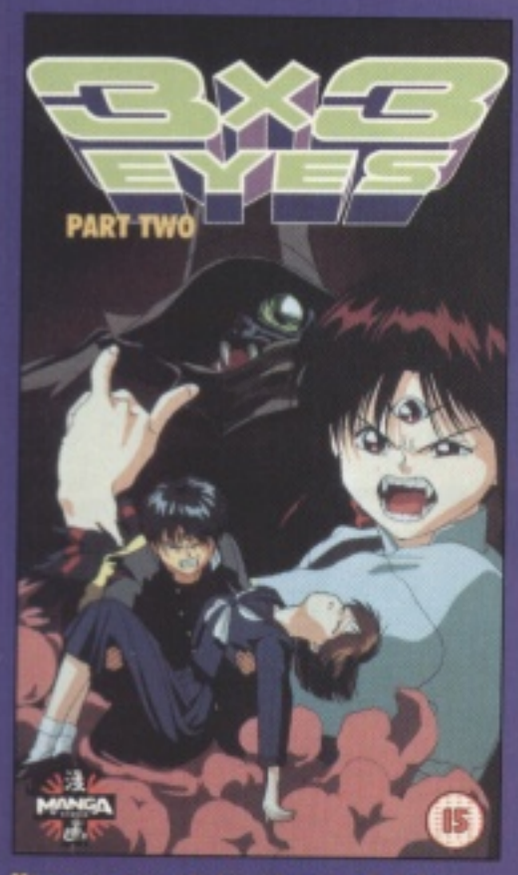
Nikaku Japanese Arts and Nikaku Animart are at 615 N 6th Street, San Jose, CA 95112, USA. Send a sae and three International Reply Coupons, and they'll send you their latest anime mail order list.

Anime America '94 enquiries (sae and two IRCs) should go to: Anime America, 298 4th Avenue, Suite 472X, San Francisco, CA 94119, USA.

STOP PRESS!
Anime UK and US retailer Animart are getting together to run a sale of anime cels and other goodies. Animart UK No 1 will be held at The Conway Hall, Red Lion Square, London WC1 from 11am on 5 September 1993. Be there!

EVEN MORE MANGA RELEASES!

If you're after another dose of Manga videos, read on. We've got the latest high-energy offerings, presented for you live and still squirming...



Have you ever tried looking at a *3x3 Eyes* character upside down?

3x3 EYES (Part 2)

Cert 18, 58 mins

On this vid you'll find episodes three and four of the original Japanese OVA series. And the story starts anew...

Yakumo Fujii is a normal schoolkid, but he accidentally gets mixed up with Pai, a 300-year-old girl with three eyes. She saves his life, somewhat miraculously, and marks him with The Sign of the Wu. This is bad news, as it means he too is immortal (like Pai).

So Yakumo and Pai set off to get rid of this curse by finding the Ningen: Statue of Humanity. As you'd expect, this isn't easy to get hold of, and the two kids get into loads of scrapes on their journey.

3x3 Eyes Part 2 is as tough to follow as the first part. The action is great, though, and there's lots of blood about. Well up to the usual standard, if a bit weird.

ULTIMATE TEACHER

Cert 15, 56 mins

Without doubt, this vid has the best name of any Manga release. The story's pretty cool as well: Teioh High School is a total mess. Everybody spends the whole time fighting and gasping theatrically.

The only sensible person there is the beautiful Hinako. She's in charge of the yobs at the school and is thus forced to react when the off-his-head Ganbachi arrives.

Ganbachi is about 40 feet high, wears hundreds of pairs of Y-fronts and is determined to kill everyone at the school. And the only person capable of stopping him? You got it: Hinako, who must use the power of her underwear to hit Ganbachi where it hurts(!)

As you might have sussed, *Ultimate Teacher* is a comedy. This makes it rather bizarre because the Japanese laugh at different things to us. Underwear, mainly.

If you're a Manga fan, you'll get most of the jokes, which poke fun at the *Overfiend* style of movie, but unless your sense of humour is fairly strong, you won't be weeping with hysteria.

JUDGE

Cert 15, 50 mins

This one measures high on the spirit level. The moral of the plot is that what goes around, comes around – ie all those who have been wrongfully killed come back and smack in the living in some strange vengeance-related frenzy.

The only law that the dead obey is the Law of Darkness and, as they're already dead, who are we to argue?

You'll have got the idea by now. Plenty of dark violence, the odd screaming demon and lots of gushing blood. There are some goodies around, trying to stop all this, as you'd expect, and it all comes to a climactic head one evening.

This one really is pure Manga power-violence!

● James Leach

Can you come up with titles better than these? An anime vid says you can't. (See compo on p22.)

SUPER PLAY'S BIRTHDAY BIT

WE'RE 12 ISSUES OLD. YOU SEE. A YEAR, IF YOU LIKE. A BINDERFUL OF SUPER PLAYS IN FACT. THAT EQUATES TO OVER 1,200 PAGES OF TOP QUALITY NEWS, REVIEWS AND ANIME-STYLE ART. HOORAY.

Predictions For The Next Year

James
'I'd like to see *Street Fighter III* at the top of the charts. It'd be nice to be able to get it on CD, with hundreds of extra playable characters as well. *Super Play* will be a veritable bible of about 200 pages, covering CD, normal 32 Mbit carts, budget carts and free re-releases of classic games.'

Jez
'What would be nice is a new genre of games which included lots of food, and there'll be a special chip inside the SNES which enables you to smell the nosh as it appears on the screen. A great idea, eh?'

Zy
'The Famicom 2 will be in every living-room. It'll be the most amazing device, supporting THX surround sound, 256 million colours on screen and Mode 12 sprite scaling and rotation techniques. Sadly, though, all that'll be available for it will be *Tetris*. But there will be some amazing games in the pipeline.'

Lisa
'There'll be more games with animals in. A game with a kitten would be nice. He could walk along a path and jump over mice without harming them. What about some koala bears or a baby elephant? Oh, the possibilities are limitless.'

Jonathan
'I reckon there'll be a game price show-down. People will get tired of forking out loads of cash and will demand lower prices. By the end of the year, everybody'll be happy and carts will be much cheaper. People power will have won the day.'

Sue
'In 12 months from now, there'll be games which you can enter into and actually live the fantasy. Zelda will exist in a real place, and you'll be able to explore the levels in full real-time 3D. There'll also be an end to world conflict and most diseases will be eradicated. And we'll be living in Iceland, probably.'

Also next year at this time:
Current manga titles will include:
- **Rapid Crazy Reusable Police Clown Vol 4**
- **Deranged Hingashi: Army Period Baby**
- **Nolan Dance Mood 2024**
- **Towering Edible Ant Machine F Vol 6**
- **Meisha: Memorable Fighting She-Monkey**
- **Maladjusted Student Llama Part III**

...which leads us to our little birthday-type competition. You've seen the translated versions of many of the Manga and anime films, *Ultimate Teacher*, *3x3 Eyes* etc. So simply write in with the name and plot of a Manga or anime film you'd like to see made.

The funniest, cleverest or best illustrated 10 entries will win a copy of a Manga video of their choice. So say which film you'd like, too.

Simple, eh? Just jot down your anime or manga title (making sure that it's incredibly clever or funny), add any plot or illustrations you think will help, then write your choice of Manga vid on your entry. Peep back through the various *Super Play*s to see which videos are out at present to help you with your choice.

So once you've decided on your brilliant video title etc, send the lot to: *Super Play*, 29 Monmouth St, Bath BA1 2DL.

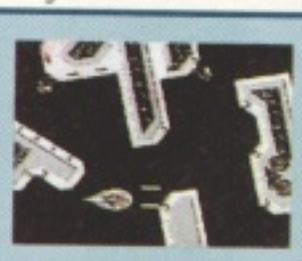
DARIUS FORCE

The clouds (above) will be familiar to SNES shoot-'em-up fans. The seafood (left) won't.

(Taito)

As you'll know if you've been paying attention, we previewed *Darius Force* in issue 7 (under the name *Darius III*). But we didn't show you many pictures and, for technical reasons, those that were there didn't look very exciting. So here are some more, better pictures, which reveal the game to have lots of black backgrounds with stars on (part of its *Darius* heritage), some spectacular prawn-like bosses, power-ups to be proud of (including a laser that somehow works in three different ways, though we aren't in a position to be more specific) and a tricky-looking Mode 7 spinny-roundy level. *Darius Force* has 15 levels, and should be available on Japanese import towards the end of September. Keep an eye out for it – we *Darius* you.

Fully powered up with egg-like things, and spoiling for a fight.



Here you might just be able to make out that spinny-roundy Mode 7 section. We, er, think.

FANHUNTER

The finest fanzines around

MODE 7 FX

Although the name suggests otherwise, *Mode 7 FX* is actually a system-generic fanzine which covers the Mega Drive and Mega-CD as well as the SNES. Luckily, though, the discursive articles are fairly interesting in their own right, and the generous inclusion of fascinating little snippets and news items makes the whole thing very readable. Issue 1 looks at video games on TV, and there's the usual review section. It promises much, especially if they get some letters of comment for the next issue, so get writing. Send your 60p (plus 30p postage) to Paul Bristow, 60 Plaxtol Road, Erith, Kent DA8 1NL.

Above: *Insert Coin* spends most of its time caring for its little sister, who's got a wheelchair, and visiting old people's homes. Left: *'NAM* eats earwigs.

'NAM (NINTENDO-AHOLICS MAGAZINE)

If you'll forgive the name (we know it's hard, but do try), you'll find a slick well-written little number which pays welcome attention to its layout and design, including digitised pics and screenshots. The *'NAM* team have worked hard to produce a 'zine that's pleasing to read. The major reservation is that they've imitated the standard professional mag format – intro, news, features, reviews, tips – with very little new or different material, which puts them up against pretty stiff competition. But, for only 50p plus postage from David Smith, 24 Dradishaw Road, Silsden, Nr Keighley, West Yorks BD20 0BH, how can you go wrong?

INSERT COIN

In complete contrast, *Insert Coin* makes up with enthusiasm what it lacks in good looks. This was put together by two recent competitors on Sky's *Games World*, and shows us another facet of video-games on TV. There's a strong but cheerful editorial presence, thanks to 'Big Boy Baz' (Barry, to his mum) and Martin 'Funkyish' Mathers. (*Oh dear – Ed.*) The chatty style is quite engaging, and the reviews are sincere, but it really needs a letters column to balance it. This is where *you* come in, of course... Send an A5 sae plus £1 to: Martin Mathers, 81 Braithwaite Gardens, Stanmore, Middlesex HA7 2QG, and then let them know what you think.

If you've just 'pubbed your ish' (*Sorry about this – Ed.*) then we'd like to see it. Please send a copy, with ordering details, to: Fanhunter, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

***Mode 7 FX* was brought up on a farm, and loves working with children and animals.**

DATEBOOK

You won't find closer to a complete listing of every SNES game coming out in the next few months than this.

MONTH	DATE	GAME TITLE	GAME TYPE	PUBLISHER	COUNTRY
September	10	Final Fantasy Mystic Quest	RPG	Squaresoft	Jap
September	10	Las Vegas Dream	gambling	Imaginia	Jap
September	10	Winning Post	–	Koei	Jap
September	–	Japanese Pro Wrestling	sports	Varie	Jap
September	17	Final Set	–	Forum	Jap
September	19	Torneco's Great	adventure	Chun Soft	Jap
September	22	Augusta Masters 2	sports	T&E Soft	Jap
September	24	Arcus Spirits	RPG	Sammy	Jap
September	24	Go! Go! Dodgeball	sports	Pack In Video	Jap
September	24	Darius Force	–	Taito	Jap
September	24	Solstice 2	RPG	Sony Imagesoft	Jap
September	–	Thunderbirds	–	Cobra Team	Jap
September	–	SD Gundam 2	–	Angel	Jap
September	–	War Years Legend	strategy	Data East	Jap
September	–	NFL Football	sports	Konami	Jap
September	–	Genuine Mah Jong Tetsuman	–	Naxat	Jap
September	–	Torinea	–	Yanoman	Jap
September	–	Harry The Chemist	–	Altron	Jap
September	–	The Super Business Adventure	strategy	Yutaka	Jap
September	–	Classic Road	–	Victor	Jap
September	–	Ghost Sweeper	–	Bandai	Jap
September	–	Laysenbar	–	Hori	Jap
September	–	The Lost Vikings	puzzle	T&E Soft	Jap
September	late	Might & Magic 2	RPG	Elite	UK
September	late	Phalanx	shoot-'em-up	Kemco	UK
September	late	Super Air Diver	shoot-'em-up	Kemco	UK
September	late	World Hero	beat-'em-up	Kemco	UK
September	–	Super Putty	platform	System 3	UK
September	–	James Pond's Crazy Sports	action	Storm	UK
September	–	Shadowrun	adventure	Laserbeam	UK
September	–	First Samurai	platform	Kemco	UK
September	–	Lagoon	RPG	Kemco	UK
September	–	Mario Is Missing	education	Mindscape	UK
September	–	Cal Ripken Jr Baseball	sports	Mindscape	UK
September	–	Super Putty	platform	US Gold	US
September	–	Super Troll Island	RPG	Am. Softworks	US
September	–	ABC Monday Night Football	sports	Data East	US
September	–	Mech Warrior	shoot-'em-up	Activision	US
October	1	Jurassic Park	action	Ocean	UK
October	1	Super 3D Baseball	sports	Jaleco	Jap
October	8	Holy Striker	–	Hect	Jap
October	15	Suzuka 8 Hours	racing	Namco	Jap
October	15	Shogi	–	Pony Cannon	Jap
October	22	Last Shot	–	Sammy	Jap
October	29	Actraiser 2	RPG	Enix	Jap
October	–	Hatayama Baseball News	–	Epoc	Jap
October	–	Super Race Horse Silfield	sports	King Record	Jap
October	–	Battle Master: The Ultimate Warriors	–	Toshiba	Jap
October	–	Final Knockout	sports	Pack-in Video	Jap
October	–	Aphrodite Zoku	–	Magifact	Jap
October	–	Mast Of The Sun	–	Tonkin House	Jap
October	–	Caesar's Palace	casino	Coconuts	Jap
October	–	Super Chinese World 2	RPG	Culture Brain	Jap
October	–	Ranma 1/2	–	Toho	Jap
October	–	Utopia	strategy	Epic/Sony	Jap
October	–	Macross Scramble Valkyrie	–	Zamusu	Jap
October	–	The Armoured Cavalry Bottoms	–	Takara	Jap
October	–	Final Stretch	–	G Amusement	Jap
October	–	Laplus	–	Yanoman	Jap
October	–	Dragon Tiger	–	K Amusement	Jap
October	–	Out To Lunch	platform	Mindscape	UK
October	-	Super Solitaire	board game	Laserbeam	UK
October	–	Outlander	driving	Mindscape	UK
October	–	Wing Commander Secret Missions	shoot-'em-up	Mindscape	UK
October	–	Lester The Unlikely	–	DTMC	US
October	–	Arcus Odyssey	RPG	Renovation	US
October	–	Dream Probe	action	Renovation	US
October	–	The Journey Home	RPG	Renovation	US
November	5	Actarion	–	Tekumo	Jap
November	12	Grand Sumo	sports	Imagineer	Jap
November	19	Top Racer 2	racing	Kemco	Jap
November	26	Accel Brid	–	Tomy	Jap
November	26	Tekumo Super Ball	–	Tekumo	Jap
November	–	Pachisur Love Story	–	Coconut	Jap
November	–	Desert Fighter	shoot-'em-up	Seta	Jap
November	–	Super Hockey'94	sports	Yonezawa	Jap
November	–	Aresa	–	Yanoman	Jap
November	–	Sword Maniac	–	Toshiba EMI	Jap
November	–	First Queen	–	Culture Brain	Jap
November	–	Super Cup Soccer	sports	Jaleco	Jap
November	–	Pro Baseball '94	sports	Epic	Jap
November	–	Wildcat Puffy's Adventure	–	Pack-in Video	Jap
November	–	Like A Dream	–	Intec	Jap
November	–	Cool Spot	platform	Virgin	Jap

STATISTIC ALERT!

Once more, Super Play spies on the nation and fearlessly publishes the results

Way back in issue 8, we forced you at gunpoint to complete a questionnaire about yourselves. No detail was left out and no reader was spared. Er, well maybe a couple, who were too busy to send us their responses.

Then, having threatened you enough, we simply sat back and watched Vince Carbine cleaning his weaponry. And, sure enough, within a few seconds, the first reply flooded in, followed by many, many more in the next few hours.

So enough pointless space-filling drivel from me – let's get on and have a good shufti at the results.

WHO ARE YOU?

- Well you've got slightly younger. The average age of *Super Play* readers is 16. In the issue 4 survey it was 17.2. You're all maturing early, it would seem. Or maybe not.
- You hand your copy of *Super Play* on to 2.62 people after you've read it from cover to cover. Next time, persuade two of these folk to buy their own copies (we're not that bothered about the .62 – they probably haven't got any money).
- 8% of you are high rollers, earning over £12,000 a year. That translates to 240 carts every year. Enough to keep you SNESing for a while, that's for sure.
- But 70% are still being carted along the joyous conveyor belt that we all know of as school. Of course, in *our* day there weren't schools. You got your education by fighting wild animals...

HOW'S YOUR SUPER NINTENDO?

- It appears that 84% of you own an official UK Super Nintendo. That figure, scarily, is unchanged from issue 4. Perhaps some cosmic force is trying to tell us something. Then again, perhaps we're being dense.
- So what about American and Japanese Super Nintendos? 12% own US imports and 6% have an Oriental-style piece of hardware.
- Over half our great readers (52%, in fact) own new joypads, and 41% have a convertor or adaptor. And what about stuff you want to buy? Well an incredibly impressive 57% want a CD ROM drive, and 28% are after a Super Multitap. So hooray for those great items of kit, then.
- Oh, here's an interesting figure – 4% of you have had your SNES for over two years. Not bad going, that. After a while they get to be like trusted old chums, don't they? Well, we tell ours everything.
- 1% want to buy a Mega Drive. (Snigger.) What's next? Oh yes. 26% have got a Game Boy. Pretty sound stuff, because let's face it – playing your SNES on a train requires rather a lot of hassle involving car batteries and portable tellies and so on. It's probably impossible, too.

It appears that 15% of you still own Spectrums. Another 15% have got Amigas and 13% keep a PC compatible tucked away in their homes.

WHAT ARE YOU PLAYING AT?

- Guess what the average number of games owned is? Go on, guess. No, you're completely wrong. It's seven. Yep, seven games. And the top fave game is, of course, *Street Fighter II*. 70% of you voted this in. *Super Mario Kart* is close behind, though, with 64%.
- 8% are planning to buy 5-10 games in the next three months. What could they be, we wonder. *SFII Turbo*, perhaps, or maybe *Mortal Kombat*? Actually who cares? Buy what you want.
- Now then. How long do you spend playing games? It seems that 31% spend between 5 and 10 hours playing a week. 16% spend about 5 hours and an unhealthy 12% play for over 25 hours!
- As in the previous survey, platform games are the favourites, closely followed by beat-'em-ups (it's obvious which one) and shoot-'em-ups. People don't like strategy games, though. Pity, because some are quite good. We can't think of any at the moment, though.

WHADDAYA RECKON TO SUPER PLAY?

- Right. For a start, 76% of readers seem to trust us when it comes to reviews. 2% go on game packaging, which goes to show how not-very-important fancy boxes are.
- *Super Play* also get a whopping 9.5 out of 10 as judged by you reader types. Cheers! The next closest mag was *Total!* which got 7.6. And didn't we enjoy telling them!
- You seem to like everything in *Super Play*, which is nice of you. Top faves, though are, in order, the reviews, What Cart?, Mode 7 and Super Express. Jolly good, because we try hard, you know.

And that's about all of interest. If you are Mr Average, and every statistic here applies to you, then write in and let us know. There *has* to be a Mr Average out there somewhere.

Oh, and the 10 winners of *Super Play* T-shirts are: Ian Panter from Rugby, Matthew Roberts of Hull, Thomas Shearer of Inverbervie, Scotland, Luis Moura from Portugal, Gareth Aldridge of Reading, Nathan Baldock from Wrexham, Wales, Liam Hurley from Edinburgh, Tim Hards from Bury St Edmunds, Keith Perry of Milton Keynes and Robert Butcher of Biggin Hill, Kent. Well done all!

Matt's Full House THE WINNERS

Remember the gameshow-type competition, with Matt as the spangly-suited compere, that we ran back in issue 8? We printed the answer and winners' names for the first question last month, and now here are the other eight answers and winners in full (all the prizes have been sent out already):

QUESTION 2

A busby is a type of hat. (Somehow Jason managed to get that one.) The 10 winners of *Bubsy* T-shirts, *Bubsy* pin badges and ordinary pin badges are:
Ben Brooksby of Southwell, Notts.
Raymond Oyediran from Battersea, London.
Daniel Burgess from Liverpool.
John Rice from Fife, Scotland.
Rikki Pinnunziato from Enfield, Middlesex.
R Kitromilides from Cowley, Oxford.
Simon Lewis from Wirral, Merseyside.
Rob Jones of Ruthin, Clwyd.
Jonathan Nassim of Little Chalfont, Bucks.
I Friend from Misdsomer Norton, Bath.

QUESTION 3

The charge on an electron is negative (as Sue rightly said). The winners of five copies of *PGA Tour Golf* or five copies of *Desert Strike* are:
Simon Bull from Stoke-On-Trent, Staffs.
George Galobant Salvat of Barcelona, Spain.
David Cox from Nottingham.
David Udale from Hemel Hempstead.
Ian Fleming from Biburn, Scotland.
Alex Reavy of Southport, Merseyside.
Cesar Bellas from London.
Paul Fean from Wallsend, Tyne-And-Wear.
Sam Vernon from Newbury, Berks.
Andrew Jones from Timperley, Cheshire.

QUESTION 4

Manganese is a metallic element (as Jonathan knew). The winners of 10 *3x3 Eyes* videos and posters are:
Jon Mills from Sheffield.
Philip Brookes from Warrington, Cheshire.
Dai Roberts of Andover, Hants.
Robert Wyer from Leighton Buzzard, Beds.
Brian Pettigrew from Glasgow.
Elizabeth Vernon from Chester.
Michael Sullivan of Solihull, West Midlands.
Andrew O'Reilly from Wembley, London.
Scott Vincent from Swindon, Wilts.
Thomas Hares from Bath, Avon.

QUESTION 5

Alfred Chicken will be a platform game a bit like Mario (as Sue said). 20 *Alfred Chicken* T-shirts go to:
Kiran Kamtekar from Bromsgrove, Wirral.
Ben Belmar of Bromborough, Wirral.
D Lee from Stowmarket, Suffolk.
Darren Bott of Hillcroft Park, Stafford.
Kenneth Bamford of Newark, Notts.
Thomas Neilson from Taunton, Somerset.
Gareth Williams of Biggleswade, Beds.
Daniel Nix from Audley, Staffs.
K Ceaser from Rotherham, S Yorks.
Justin Hackett from Cowsbro, S Yorks.
Ian Walsh from St Leonards On Sea.
Simon Tomlinson of Sheffield.
John Peddar of Richmond, Surrey.
Zubair Ahmed of Newport, Gwent.
Andrew Evers of Watford, Herts.
RGA Pagliarub from St Albans, Herts.
Lee Witney from Sutton On Sea, Lincs.
Carl McMurdo from Ashington.
D Haythornthwaite from Edinburgh.
G Joyes from Belworth.

QUESTION 6

Action Man says 'Give me some cover' when you pull the strings on his back (as Jonathan knew). The winners of three Pro Action Replays and three T-shirts from Datel are:
Ben Stratton from Poole, Dorset.
Steven Lock from Hadleigh, Essex.
Lee Benning of Southampton, Hampshire.

QUESTION 7

Tom Cruise fan Sue knew the boy flew an F-14 Tomcat in *Top Gun*. The winner of a QJ TopFighter joystick is:
Darren Joseph from East Ham, London.

QUESTION 8

There are roughly 280 pages in the *Super Mario World Game Secrets* book (as book reviewer Jonathan was naturally aware). Five of the books go to :
Terry Barnes of Irthlingbourgh, Northants.
Craig Williams of Whitchurch, Shropshire.
Adam Sims from Solihull, W Midlands.
Gerald Williams of Malmesbury, Wilts.
Luke Griffiths from Droitwich, Worcs.

QUESTION 9

Rachmaninov wrote three symphonies (but goodness knows how game music fan Jason ever knew that!) The winners of 10 *Super Play* goody bags are:
Taron Wyatt from Bolton, Lancs.
Rafeea Shabbir from Glasgow.
Simon Dalgarno from Inverness, Scotland.
Finlay McDermid from Kelso, Scotland.
Myra Newton from Salisbury, Wilts.
Robin Lewis of Aberdare, Wales.
Paw Rennie from Camberley, Surrey.
Jon Robinson from Swansea, Wales.
Henry Wong from Chesterfield, Derbyshire.
And finally, Richard Brackett from London.

Phew! Well done all!

CHART THROB

TOP TEN GAMES WORLDWIDE

Another month. Another Charts page, where *Super Play* reveals the most popular Super NES games around the world.

(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 470, Channel 4.)

OFFICIAL PENGUIN GALLUP UK CHART

▲ UP ▼ DOWN ▶ NON MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1. ▶ **STARWING** Nintendo
   In its second week at number one is this fab Super FX-using shoot-'em-up. 93%
2. ▶ **ALIEN³** LJN
   No change in the number two slot either, for this action-packed film conversion. 84%
3. ▲ **BUSTER BUSTS LOOSE** Konami
   Capering up the chart again is Buster Bunny and his cute cartoony pals. 89%
4. ▶ **SUPER STAR WARS** JVC
   This excellent shoot-'em-up stays firmly in the number four position. 89%
5. ▶ **SUPER MARIO KART** Nintendo
   Still in the charts and still one of the best Super NES games ever, we reckon. 93%
6. ★ **WWF ROYAL RUMBLE** LJN
   All your favourite WWF wrestlers in a game that's a real laugh to play. 79%
7. ★ **BATMAN RETURNS** Konami
   Batman doesn't return, but makes his first appearance with a great film conversion. 87%
8. ★ **CYBERNATOR** Konami
   An engrossing, clever and extremely enjoyable shoot-'em-up (as Jason said in *SP*5). 91%
9. ★ **PGA TOUR GOLF** Electronic Arts
   Another golf game makes it into the charts, but this isn't the best of the genre. 60%
10. ▼ **PEBBLE BEACH GOLF** T&E Soft
    Some way short of perfect, but worth a look if you're after a golf game. 82%

Starwing: Still the most popular game in the UK.

Cybernator: Assault suits and loads of shooting action.

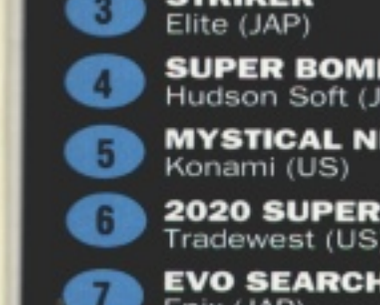
PGA Tour Golf: Okay, but *Pebble Beach Golf* is better.

UK IMPORT CHART

Compiled for *Super Play* by Console Concepts

1. **STREET FIGHTER II TURBO** Capcom (JAP)
2. **SUPER MARIO COLLECTION** Nintendo (JAP)
3. **STRIKER** Elite (JAP)
4. **SUPER BOMBERMAN** Hudson Soft (JAP)
5. **MYSTICAL NINJA** Konami (US)
6. **2020 SUPER BASEBALL** Tradewest (US)
7. **EVO SEARCH FOR EDEN** Enix (JAP)
8. **FINAL FIGHT 2** Capcom (US)
9. **DUNGEON MASTER** JVC (US)
10. **SUPER SLAPSHOT** Altron (US)

Super Mario Collection: Four fab games in one.



Striker: Our favourite Super NES soccer game.

Street Fighter II Turbo and the *Super Mario Collection* vie for the top spot in the UK Import Chart this month, which is not surprising since both are completely brilliant, top-quality games (the *Collection*, as you know, is actually *four* games in one). *Striker* shows its face, too – we think it's the best soccer game on the Super Nintendo (see *SP*10). A game we've reviewed this issue is *Dungeon Master*, which we reckon is a real classic RPG. And the amazing *2020 Super Baseball* also features, which we have no argument with – it's a hugely enjoyable, and very slick, baseball game.

JAPANESE CHART

Compiled for *Super Play* by Tai Ono

1. **STREET FIGHTER II TURBO** Capcom
2. **SUPER MARIO COLLECTION** Nintendo
3. **SUPER ROBOT THIRD WORLD WAR** Banpresto
4. **JAPANESE PRO WRESTLING** NCS Masiya
5. **SUPER AIR DIVER** Asmik
6. **SUPER SCOPE PACK** Nintendo
7. **MADARA 2** Konami
8. **BATTLE DODGEBALL** Banpresto
9. **SUPER BOMBERMAN** Hudson Soft
10. **SUPER MARIO KART** Nintendo

Japanese Pro Wrestling: As good as *WWF Royal Rumble*?

Super Air Diver: Sadly, this shoot-'em-up ain't great.

It was again inevitable that *Street Fighter II Turbo* and the *Super Mario Collection* got the top two game positions in Japan this month, and, as we've already said how fab they are, we won't wibble on here. The Japanese are also very keen on *Japanese Pro Wrestling*, which we've reviewed on page 70 this ish. *Super Air Diver* is also popular over there, and we've reviewed this one on page 66, so check them both out! *Madara 2* features in our Fantasy Special, starting on page 28. The original game was really popular in Japan and this looks to be just as good.

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1. **STREET FIGHTER II TURBO** Capcom
2. **BATTLETOADS IN BATTLEMANIACS** Tradewest
3. **WWF ROYAL RUMBLE** Acclaim
4. **STARFOX** Nintendo
5. **BATMAN RETURNS** Konami
6. **FINAL FIGHT 2** Capcom
7. **DUNGEON MASTER** JVC
8. **SUPER SLAPSHOT** Altron
9. **ALIEN³** Acclaim
10. **FATAL FURY** Takara

Street Fighter II Turbo: Brill, fab, great. In fact, the best!

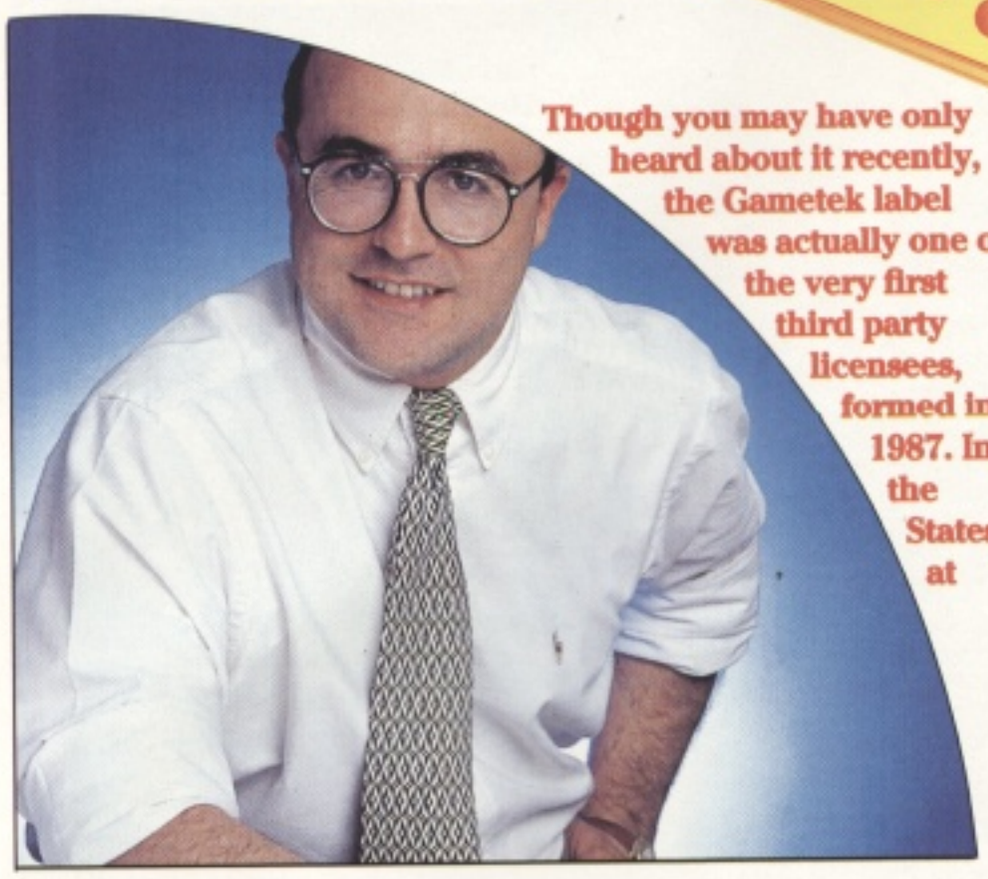
Dungeon Master: A clever and inventive RPG.

Top of the pops in America this month is – yes, you guessed it! – *Street Fighter II Turbo*. It's taken the whole world by storm it seems, and rightly so! Check out our super *SFII Turbo* tips booklet, which should be attached to the cover of this issue. *Battletoads* is popular, too – it's a funny and challenging game, especially played in two-player mode. Another hot fave with the Americans is RPG *Dungeon Master*, which Jason raves about in his review this ish. The US chart is never without sports games, *WWF Royal Rumble* and *Super Slapshot* are tops this time.

SUPER PLAY Interview

KELLY SUMNER, Gametek

By Dave Roberts



Though you may have only heard about it recently, the Gametek label was actually one of the very first third party licensees, formed in 1987. In the States, at least, it's probably best known for having concentrated on US quiz show licences – *Jeopardy* and *Wheel Of Fortune* spring to mind – which did reasonable business there on the strength of the tie-in, but were hardly cutting edge stuff.

Now, however, the firm has new management, and things are changing – fast. In the US, top man is Bruce Lowery (a founder director of Nintendo Of America, who also helped set up the UK firm), while in Europe, Gametek has signed up Kelly Sumner, tempting him away from his position as Commodore UK's managing director.

Kelly Sumner believes that Gametek is about to be one of the most important Nintendo publishers in the world.

GAMETEK IS AN OLD NAME WITH A NEW ATTITUDE – AND A PHENOMENAL GROWTH RATE. BUT WHY? WE SPOKE TO UK DIRECTOR KELLY SUMNER TO FIND OUT MORE...

Q Your first SNES release will be *American Gladiators*. Why? Isn't it a bit of a stinker?

A Yes, that was announced, but now we've decided that's not going to be our first release. It was very much a product of the old Gametek – *American Gladiators* was commissioned and developed before myself and other new members of staff joined, and we've since decided that the game is not of suitable quality for the European market.

It's certainly not the sort of product that you'll be seeing from us in the future.

Q So when does the 'new' Gametek come into play?

A The first product that we release in '94 will be *Pinball Dreams*, and that will be a true indication of what is to come. It's already been a huge hit on the Amiga, and it's simply the best pinball game ever created. (*Amiga reviews actually bear this out – it's number 54 in* Amiga Power*'s All-time Top 100 Games – Ed.*) Indeed, I believe it's even more suited to the SNES than it was to the Amiga.

Q So is cherry picking from home computer hits a tactic you're keen to pursue?

A Oh, absolutely. A lot of excellent creative ideas first see the light of day on machines like the Amiga. Take another game we've signed up – *Nick Faldo's Golf* – which, again, has a tremendous pedigree on the Amiga.

It's obviously endorsed by the number one golfer in the world, but it's also a very realistic game. It's not just a question of getting the direction right and giving it a whack. You have to take account of the wind, address the ball correctly, get it all just right. I think if anyone's interested in golf, this is the game for them.

We're also signing up *Alien Breed*, a classic shoot-'em-up from a publisher called Team 17 who I'm sure most people would agree is one of the best Amiga development teams in the business.

Q We also understand that you are planning to incorporate the Super FX chip into a game?

A That's right. We're launching a 3D tank sim called *Spectre* next Spring, and that'll have an SFX chip.

Q Why did you decide to go for that? Most publishers are shying away from it because of cost.

A Well, it *is* expensive. But we felt that without it, *Spectre* would just be OK, and OK isn't good enough. I can safely say that there isn't a single game on the market comparable with what *Spectre* will be.

'We're launching a 3D tank sim, *Spectre*, next Spring... that'll have an SFX chip.'

Q But how much will we have to pay for it?

A I really can't say, because it all depends on the pound/yen price. All I *can* promise is that we'll try and be as competitive as possible.

Q *Spectre* has also appeared on home formats before (the Mac in the US). Will you be creating any totally original games?

A We have one in development now. It's not titled yet, but it's a martial arts, *Street Fighter*-type game with a great twist that I can't tell you about.

Q And will it play the 16 Mbit, 24 Mbit, mine's-bigger-than-yours game?

A It could well be a big product, but I think some people are getting carried away with all that, and I think that 'size isn't everything' applies. People say 'Look at this – it's 16 Meg, so it must be great', but it doesn't have to be. What it will be is expensive – extra memory's costly.

Q Switching tack a bit, how many games will you be releasing in total next year?

A Actually, we're looking at a total of over 20.

Q 20! That's more than most publishers manage in three years. Don't Nintendo stipulate how many games you can release?

A Yes they do. Like most leading publishers, we were given six slots per year, but that has already been increased to 10. On top of that we also want to sign on affiliate labels, ie pick some of the best publishers in the world that don't have European offices and bring their product to market for them.

Q So how do you see yourselves fitting in to the current crop of SNES publishers – the Acclaims, Oceans, and Konamis of this world?

A If we get our quality right, then with just our own games we're going to be major league, but with the affiliates also, I'd say we must be in line to be one of the top three SNES publishers in the world.

Q And how will you ensure you get the quality right?

A By being on top of the creative process at every stage. Before we just used to let it happen. Now we either develop in-house, or oversee third parties and we highly incentivise our teams, so that if their games are given a high mark by Nintendo's evaluation team, they earn much more money.

Q As someone with a hardware background, how do you see the SNES' future mapping out – particularly with reference to CD?

A I reckon Nintendo are playing a waiting game. I think they'll come up with something spectacular, but they're in no hurry because there's nothing in the market at the moment to worry them.

Q Do you think they'll come in with a drive for the SNES or a stand-alone machine?

A It should be a 32-bit CD playing stand-alone. (*As, indeed, we now believe to be the case – Ed.*) That would put the cat amongst the pigeons.

Gametek's first UK release will be *Pinball Dreams*, right after Christmas.

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FANTASY QUEST

by Onn Lee
& Studio Hell
City, Japan.

This month, an extended look at the fantasy games making the headlines in Japan, and their chances of finding English translations. Plus! There's a whole flotilla of cracking RPGs already making their way to this country. We've got a review of one of the best, and pictures of the rest...

Legend 2

Square Soft • 16 Mbit • Out now

This monster A-RPG is the single most sought-after game in Japan. Not only is it produced by Square, the people behind the *Final Fantasy* series (anything by them sells like hot cakes in Japan), but the game lets three people play simultaneously with a Super Multitap, each player controlling a different character. The story follows the usual 'good versus the evil masses' plot, with you, and friends, controlling a fighting warrior, a martial arts expert, and a magic user, in a game similar to Nintendo's *Zelda*. Square have also used a neat method to display your status, equip your character and so on, without cluttering up the screen and putting off your fellow players. It looks amazing.

And – yes! – the game is currently being translated into English, and will be released in the UK by Nintendo under the new monicker *The Secret Of Mana*.

Being a three-player game, it's got three people in – see?

Eek! A giant flying thing! And some fireballs! And some other stuff, no doubt!

Those three characters again, only a bit closer up.

Holy Sword Legend 2

Mention fantasy role-playing games to the average Western player and their immediate thought would probably be something along the lines of *Bards Tale*, *Ultima* or *Dungeon Master* – basically maze games where you get to make use of that graph paper left aside from your maths homework to map out the locations. Alternatively, RPGs are associated with raving students locked in a room at lunch time, huddled around a board and throwing strangely shaped dice. It's no surprise that RPGs haven't exactly taken off in this country, and publishers haven't been falling over themselves to get them into the shops. The Americans have been more enthusiastic, however – Square Soft's *Final Fantasy II* spent several months in the US top 10. (And, as UK publishers are beginning to realise, once a game's been translated into English for the US market, bringing it to these shores is a mere formality.)

It's Japan where RPGs are big business, though, especially on the Super Famicom. And in the last few years, the nature of Japanese RPGs has changed significantly. We explained the basics in our special *Realms Of Fantasy* feature in *SP7*, so now we'll explain the three different brackets into which Japanese RPGs are beginning to fall these days. Depending on your tastes, you'll probably find you prefer one sort over the rest...

THE TRADITIONAL RPG

These usually involve guiding small characters around a giant map, travelling through towns and cities, talking to people, buying useful equipment, and being attacked by monsters out of the blue, as well as taking on evil bosses. Traditional RPGs are the most common sort on video game systems (as opposed to computers), and include the top selling *Dragon Quest* and *Final Fantasy* series. The style hasn't changed much since the first of these series appeared years ago, but they still sell millions, so the formula must work.

THE ACTION RPG (A-RPG)

This sort's more popular with arcade players, as you get to control the game's hero fully. Here, the graphics are much more polished, and, instead of mucking about with probabilities and hit points, you can get down to earth and fight it out with the bad guys, so skill and reactions are more likely to win a battle than strategy or luck. These games also provide more puzzles to solve. Examples of action RPGs would be the highly successful *Zelda* and *Y's* series. Who *hasn't* played these?

AND THE STRATEGY RPG (S-RPG)

These are relatively new on the Super Famicom, combining strategy wargaming and role playing game elements. Although strategy games aren't that popular in the UK, they are as big as RPGs in Japan. In fact, the Japanese computer game top 10s generally consist of half strategy games and half RPGs. Two of this sort of game have recently appeared on the Super Famicom: *Ogre Battle* and *Albert Odyssey*. Although both are S-RPGs, they're each very different.

Ogre Battle is more of a strategy wargame, very much like Bullfrog's *Powermonger*, with RPG battle sequences. As with all wargames, you have to conquer each of the opponent's strongholds on a giant map. It's great fun, and has had us playing solidly for a couple of weeks, although anyone considering buying it when it's converted to English, should be warned that a single game can take between two to three hours to complete... or lose! And you can only save when a game's been completed!

Albert Odyssey is the opposite of *Ogre Battle*, being a traditional RPG with strategy wargaming-style movement and battles, although it's played in a neat 3D perspective. To move around, you and the computer take 'turns', with the usual wargame hexagons appearing on the landscape, and, depending on the character you control, you can only move a certain number of steps. The game itself isn't too hard, and probably best suited to beginners, although we rather enjoyed it.

Right, that's the three sorts of RPG explained. Although, thinking about it, there's actually another sort – the 3D maze-style RPG that gives you a first-person perspective on the action. In Japan, these are very scarce. In fact, the only one we've ever seen (apart from the Japanese version of *Dungeon Master*) is probably *Wizardry* by Ascii Corporation, which is a very basic RPG indeed with very poor graphics. However, outside Japan these are much more proliferative, and with *Dungeon Master*, *Eye Of The Beholder*, *Ultima Underwurlds* and others soon to released on the SNES, they ought to be mentioned. Which is what we've done.

Lots of luverly pics from Capcom's ravishing RPG *Breath Of Fire*.

And now a guide to the most important RPGs coming out in Japan at the moment – some of which we've covered a bit before, and some of which are new to Fantasy Quest. Remember: these games are causing more of a stir in Japan than *Street Fighter II Turbo*, the *Super Mario Collection* or any of that stuff, and many of them are ripe for English translation...

Madara 2

Konami ▪ Out now ▪ 12 Mbit

Nice pics, but *lots* of Japanese text.

A sequel to an 8-bit game, *Madara 2* is another RPG that'll hit the top spot in Japan for sure. At the time of writing, it's reached number five in the week of its release. Although the name 'Konami' doesn't automatically spring to mind when RPGs enter the conversation, the original *Madara* was extremely popular. One of the reasons for this was that it was technically an amazing game, and came on a whopping (on the NES) 4 Mbit cartridge with battery back-up – the biggest game of its time. The other thing was that it's based on a popular comic book series which is still going strong in Japan.

Madara 2 plays very much like *Final Fantasy II*, with some strategy elements, although, as you'd expect from Konami, the graphics and sound are some of the best in the business. The storyline is very *Akira*-like (ie, impossible to decipher and a bit weird).

Hmm. Some sort of gigantic baddy. Shall we go?

Underground caverns in RPGs tend to have large amounts of treasure in, but lots of lava too. And spiders.

Breath Of Fire again. This 12 Mbit masterpiece is, quite simply, the best RPG we've ever played. It's got absolutely everything – a brilliant storyline, great characters with different skills, lots of puzzles, fabulous battle sequences, excellent music... and lots, lots more. We've been playing it for around a month in the *Super Play* office, and have still only completed around two-thirds of it (which is more due to the size of the game than any trouble we had with the Japanese text). Capcom would have to be completely bonkers not to translate this one into English, but there's still no news of an American or UK release as yet.

BREATH OF FIRE

Capcom ▪ 12 Mbit ▪ Out now

Before we go on to describe newer games, it's just worth mentioning Capcom's excellent

And some more pics from Capcom's ravishing RPG *Breath Of Fire*.

Y'S IV Mask Of The Sun

Tonkin ▪ 12 Mbit ▪ Release unknown

The fourth instalment of this great Action RPG series should give *Zelda* fans something to chew on, as it's constructed along very similar lines to the big 'Z'. Unlike *Y's III*, the game returns to the original top-down perspective, as once again you send Adol Christin (the hero) to single-handedly (except for a bit of help from his mates, maybe) crush the rising evil forces. A similarly-titled game is set to appear on the PC Engine CD ROM (probably in December), starring Adol and his *Y's* chums, although its sub-title is *Dawn Of Y's*, and it's thus probably a different game altogether to the one the Super Famicom's getting. So perhaps we shouldn't have mentioned it at all.

Some people carry a chip on their shoulder. This chap carries a picture from Tonkin's forthcoming *Y's IV*.

Other *Y's IV* fashions are more familiar, although those boots must take some squeezing into.

And we're not quite sure what the deal is with these sandals. Or how you're meant to pronounce 'Y's'.

back to next year now, so there could be quite a wait.)

DRAGON QUEST VI

Enix ▪ Cart size unknown ▪ Release unknown

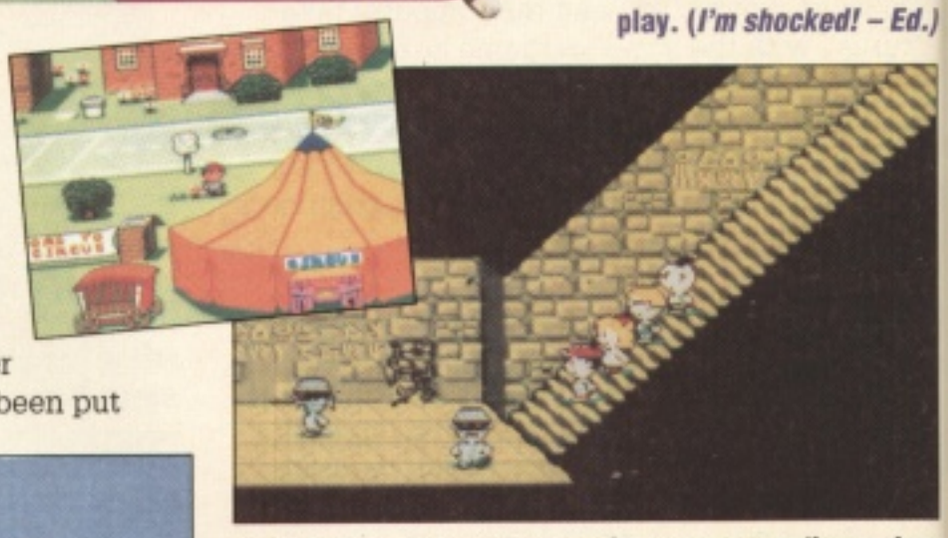
Yep! Just announced in Japan is the next instalment in the *Dragon Quest* series. Considering the millions that previous games have sold over there, the sixth should do incredibly well. Although nothing firm has been said yet, having seen the recent gorgeous-looking RPGs, it seems likely that Enix will change the format somewhat – their last title wasn't exactly stunning compared to Capcom's *Breath Of Fire* or Hudson Soft's *Elfaria*.

MOTHER 2

Nintendo ▪ Cart size unknown ▪ December

Rather a silly name for a RPG, you might think, but the original was a massive hit in Japan on the NES. The main difference from other RPGs, and probably the reason for its success, is that you control a bunch of ordinary kids in the present time, rather than in some intangible fantasy world. This lets players relate more easily to the game and decide how to tackle 'normal' situations. Although, when we say 'normal', that's actually a bit of a fib – you get to board a UFO and encounter dead people in the high street amongst other strange events. The game could potentially be a big hit over here too, but the original 8-bit game was never converted into English, so the sequel seems a bit of a no-no too.

***Mother 2* – it's a Mother 2 play. (*I'm shocked! – Ed.*)**



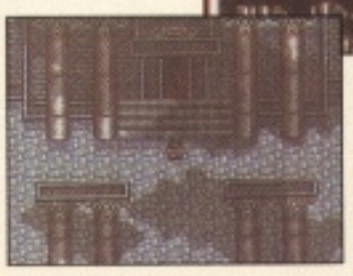
DRAGON QUEST I•II

Enix ▪ Cart size unknown ▪ Release unknown

The other real (*real*) biggie at the moment has to be the Super Famicom conversion of the first two *Dragon Quest* games. As with the *Super Mario Collection*, it'll play exactly like the original 8-bit NES titles, but will have improved graphics and sound. And again, the plot's the usual evil-forces-taking-over-the-land sort of affair, where it's up to your party of fighters to restore peace to the land. Anyone who's played *Final Fantasy II* will know what sort of game it is. Given that it'll almost certainly look a little dated when put next to more recent RPGs, it'll be worth checking out when it's converted into English, just to see why the Japanese are getting so excited about it. (And it *will* be translated into English – all the *Dragon Quest* games are, for the American market, although they're still waiting for *Dragon Quest V* over in the States, which seems to have been put

***Dragon Quest V* (above, just to remind you what it looks like), and then, much more excitingly, the brand new *Dragon Quest I•II* (right and, er, that funny oval-shaped one). The graphics could hardly be accused of being crap.**

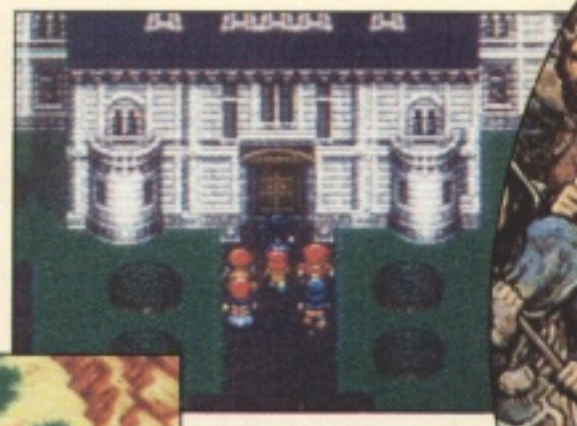
We've mentioned *Soul And Sword* briefly in there somewhere, so it's only fair we...



...show you some pictures as well. Will these do?

Those are the hottest RPGs coming up for the Super Famicom, but there are plenty more that really keen fans ought to be keeping an eye open for. And don't for a minute consider them to be poorer relations of their higher-billed comrades:

▪ Of interest to manga fans will be the new *Ranma 1/2* RPG, although this is very unlikely to be translated into English – look what happened



T&E Soft's *Sword World* promises to be just that – a world with lots of swords in. Swords feature heavily in Japanese role-playing games...

...which tend to shirk guns and aeroplanes. Look at this whopper for example. Axes and bows 'n' arrows also feature strongly in this kind of thing.

to the original *Ranma* beat-'em-up when it was released in the US. Eurch.

- *Silva Saga II* by Seta is the sequel to one of the first Super Famicom RPGs – one that was pretty good but again never translated.
- *Torneco's Great Adventure*, due in September from Chun Soft, is a fairly ordinary-looking 12 Mbit number with the distinction of a plump, grey-haired (or, more accurately, blue-haired) hero who wanders around in his nightgown.
- T&E Soft's *Sword World* won't impress Japanese artwork fans – the adverts carry photographs of odd-looking people dressed in funny clothes. But the in-game graphics look pretty nifty, and the game's heavily based on statistics, which'll be good news if you, er, like statistics. And there are lots of swords in it, obviously, as our pictures reveal.
- Or, continuing the sword theme, there's *Soul And Sword* from Zamuse, which is coming out towards the end of the year. It's a pretty traditional *Final Fantasy*-style affair, with wandering about bits and stats-orientated battles, and features a nice picture of a ship in the intro sequence.

And, of course, there are lots, lots more where those came from (ie, Japan).

THE SHAPE OF THINGS TO COME

Although the RPG's evolution has generally been steady, rather than dramatic, one of the major breakthroughs was a Mega Drive game called *Land Stalker*, produced by Sega. This huge A-RPG is played in 3D isometric perspective – it's similar to *Solstice II*, but with a full complement of RPG elements. Already a number of games have appeared on the Super Famicom with isometric views during battle sequences (*Breath Of Fire* and *Ogre Battle*, for example), so it's likely that before long someone will produce a full action role playing game using this perspective all the way through.

And now that the two original *Dragon Quest* games have been updated for the SNES and packed into one cart, it seems likely that Nintendo will do something similar with the first two *Zelda* games, especially in the light of the *Super Mario Collection*. As the games were released on disk format in Japan (requiring a separate Nintendo disk drive), not many people actually played them. Keep your eyes peeled!

The other eagerly awaited announcement will be of the first RPG to use the Super FX chip. After the launch of *Starfox*, Nintendo announced that they had at least two more games planned for the chip. One is a driving game – *FX Trax*, which we've already seen – and the other, it was hinted, may well be an RPG. Quite how you get 3D polygons whizzing about in 3D, though, Nintendo weren't saying. Unless they did the statistics in 3D, but that might make them rather harder to read. Especially if they kept spinning round.

THE BEST GAMES TO TRY

If you're new to RPGs, the best place to start would be *Zelda*. No doubt about it. Being an action-based game it's easy to get into, and it'll give you a good idea of what to expect later from more complex games.

More adventurous players, who want to tackle a proper Japanese-style RPG, should go for *Final Fantasy II*. (The American translation of *Final Fantasy IV*. Don't buy the Japanese version unless you're completely mad. Or Japanese.) Although the graphics aren't exactly stunning, the game's extremely playable and there's masses to it. Less brave players should check out the slightly easier and rather shorter *Mystic Quest* instead – it's due for a UK release in October anyway.

And for the avid RPG fan who wants a real challenge, as we said before, *Breath Of Fire* is a must. Although you can only get the Japanese version at the moment, it's perfectly playable as long as you keep your mind on the job – which won't be hard, as it's great.

Ranma 1/2 is hard to depict in tiny little words.

This is more like it. *Ranma 1/2* is a rollercoastin', sex-changin' leviathan of a role-playing-game. We hope.

BUT HOW ABOUT US?

It's all very well for these Japanese. But what do you do if you want to play an RPG here in the UK?

Well, up until now you've had four choices: 1) Seek out one of the limited selection of games available on American import – *Final Fantasy II* or something like that, 2) Take a crash course in Japanese and a very deep breath, and try one of the millions of Japanese import games, or 3) & 4) Play either *The Legend Of Zelda* or *Drakkhen*. (See below.)

THE LEGEND OF ZELDA
(Nintendo)

An absolutely brilliant game – you can't go wrong with it. In fact, after *Super Mario World*, it's probably the most played Super Nintendo game in the land. That's the power of RPGs. Don't mess with it. *Zelda* is very much an Action RPG, though – Link wanders around hacking people up, talking to other people and getting mysterious objects from others, and that sort of thing – so you shouldn't expect much in the way of hit points and attack phases.

93%

Here's a shot from about as close to the beginning of *Zelda* as you can get.

Sadly, *Drakkhen*'s graphics aren't too hot when they're not moving.

DRAKKHEN
(Infogrames)

This is a French RPG. Of course, we at *Super Play* know that this doesn't *have* to mean that it'll be weird. But *Drakkhen* does, however, go off at a bit of a tangent. First there are the graphics, which scroll around smoothly in 3D. (Except when you go into buildings, whereupon they switch to some attractively-drawn stills). And then there's the plot, which is sort of Scandinavian. But there's too much wandering around getting lost with nothing much going on for *Drakkhen* to really grip the imagination.

64%

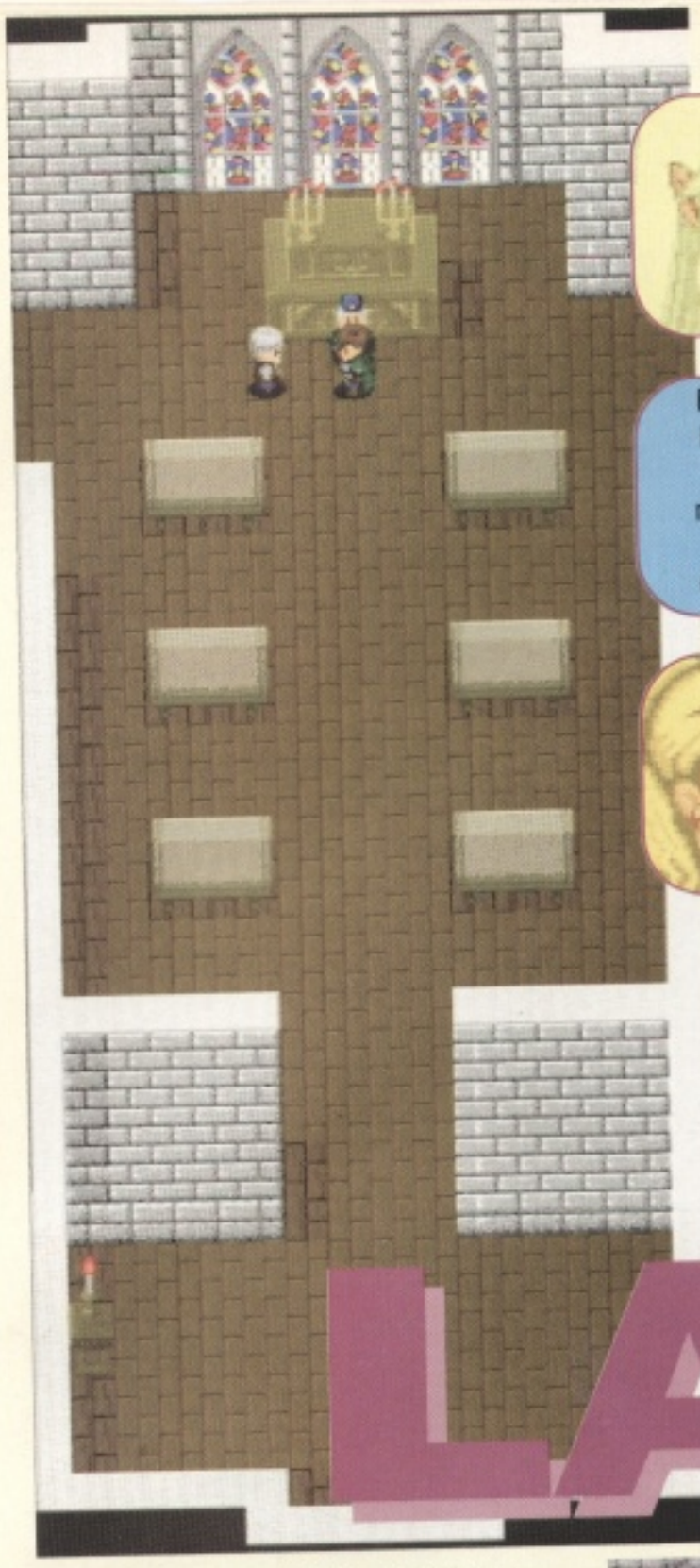
And that's about it for English-language RPGs. Except! Turn the page and you'll find reviews of *Lagoon*, a translation of a well-known Japanese RPG, and *Dungeon Master*, a conversion of a classic Amiga/PC game. And! A little further on in this issue are previews of even more RPGs, all of which are coming out in the UK. It's going to be all right after all!

LAGOON

It's such a relief to, at last, see some English language RPGs finding their way into this country. Only, erm, this one's a bit rubbish, actually. Oh dear.

UK Release

Game: Lagoon
Publisher: Kemco
Developer: In-house
Price: Approx. £45
Release: Out now
Players: 1
Cart ROM: 8 Mbit

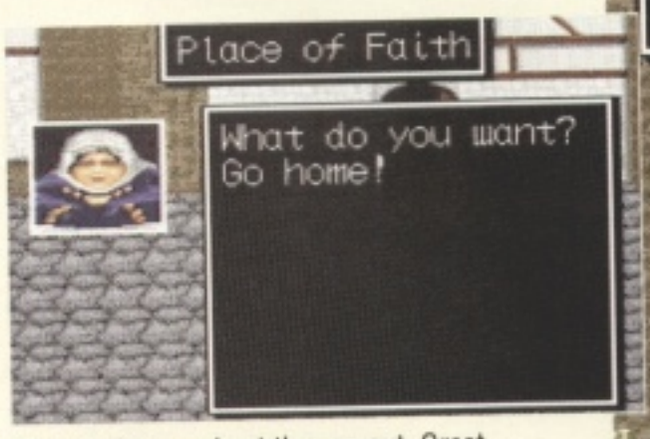


Christie. Ice maiden. With firm hands and a fighting tongue.

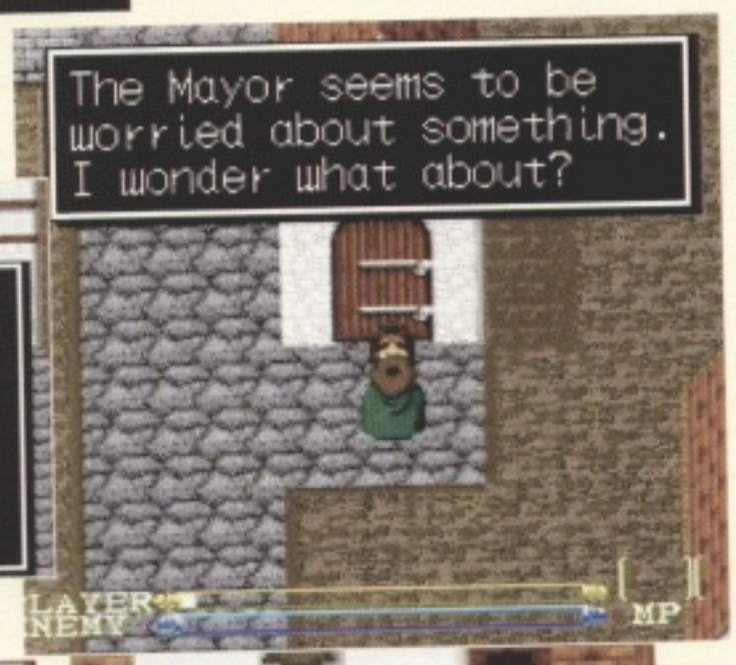
Bateman. His self-effacing nature masks a solid combat spirit.

Sabrina. An enchanting sorceress who wears gingham and shoes by Ralph Lauren.

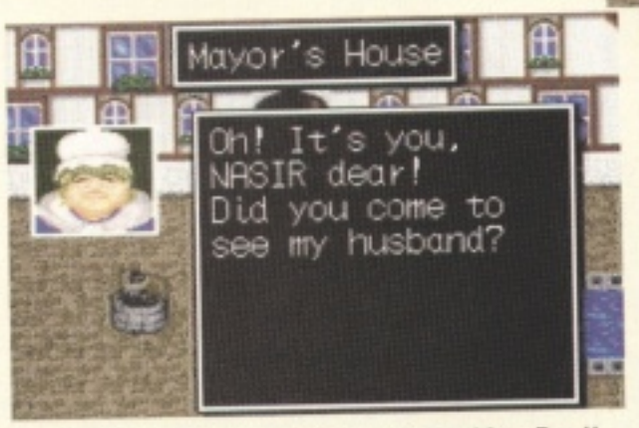
Okay, here's how you 'do' the first level. Concentrate very, very hard. Lagoon, I am thinking... Church, I am thinking...



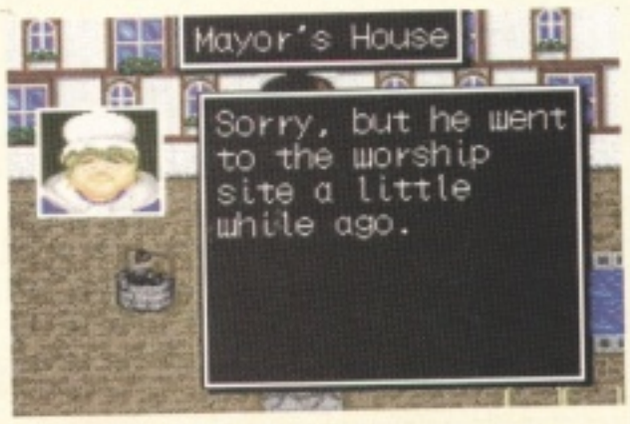
First, go here and get thrown out. Great.



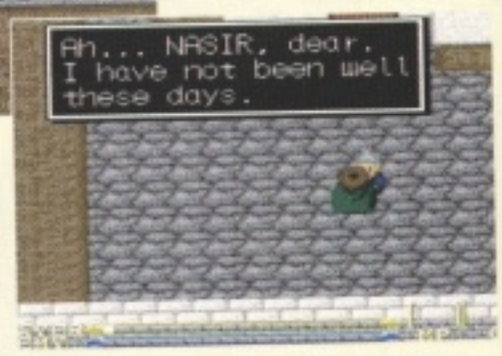
Waddle on over to the big church and – gasp! – go inside.



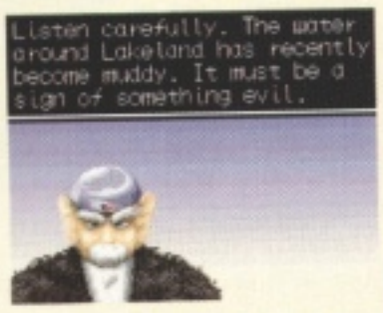
It's Mrs Bun, the Mayor's wife. 'Hello, Mrs. Bun!'



'Oh, Bateman, my love. Dost thou come to me draped in Paul Smith?' 'No, Bethany, darling, not Paul Smith, 'tis Armani. Giorgio Armani. Look at my small dog – I purchased it from a pet store on the Upper East Side. I call it Owen.'



...or perhaps a sign of some form of pollution?

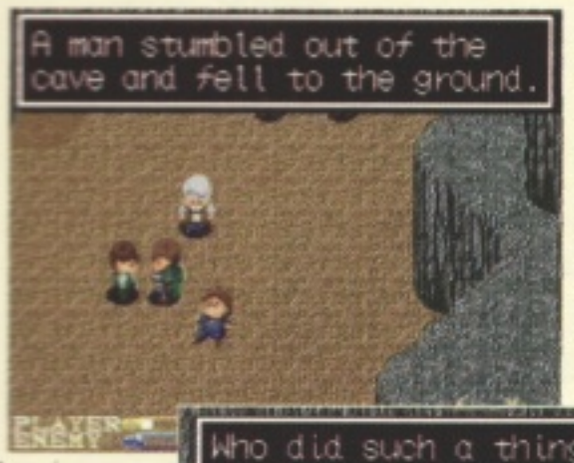


Slow mix to... flashback. Earlier, you spoke to Bethany, who told you of her desire to break away from P&P and that Van Patten was using too much hair gel.

Restaurant
The water from Lagoon Castle makes Lakeland fruitful. If th water becomes dirty, we can't serve good food our customers.

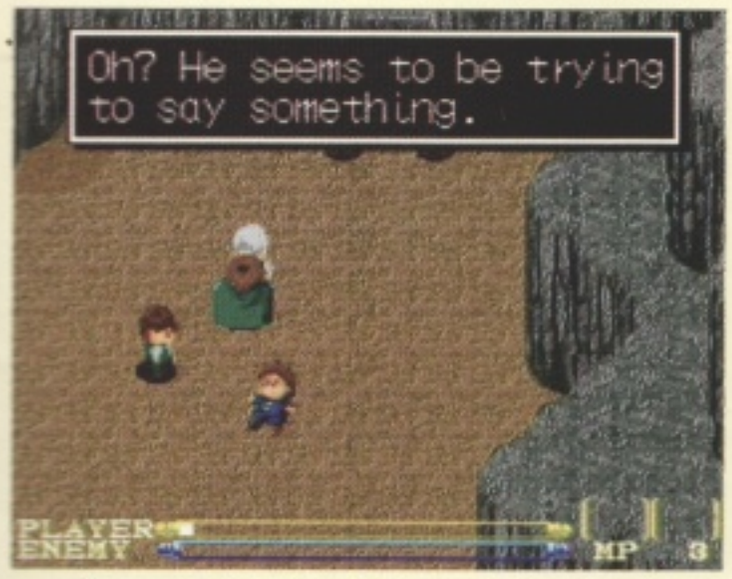
And here we see some baddies drifting up and down, ready for combat. Incidentally, some of the captions on this page are quite bizarre, aren't they? The reason is that they're inspired by a book. Now, if you know which book it is, send the answer in with your name and address on a postcard, and you'll win a pen or something. And remember, the clues are all there...

When the women on the previous page has informed you that her husband has gone to the place of worship, go back to the church (still awake?) and, goodness! – there he is, with another couple of geezers.



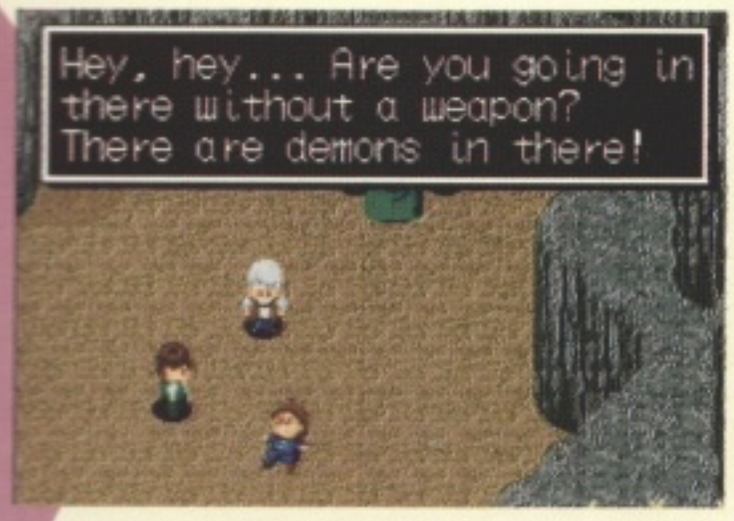
A bit of talking. Then you go to this bit, where someone has fallen over.

No, it's from a nail gun. Sorry. Erm... It's from some demons who live in the cave and stuff.



Someone's cut out his tongue, you see. Maybe it was Bateman. Er, this has all become a bit confused...

But, I think the original idea was to alert you to the fact that the game isn't particularly complicated.



In that sense, I feel that it's worked. But, hey, maybe you don't. If that's the case – hell, *sue* me.

GOOD, BAD OR UGLY?

You're the type of person who knows your way around the Dark World of *Zelda* better than you know, say, the layout of your own bedroom, or where you keep the biscuit tin. It's just precisely your 'bag' to sit back with your Super Nintendo, and enter a dark and brooding land of fantasy, peopled with strange, ethereal entities and delightfully mystical hermit-types – all shape-shifting, spell-casting, and no-vowels-in-their-name-having. You really enjoy the thrill and challenge of torturously hacking 'hit points' from ogres and, oh, I don't know, goblins. Perhaps. You're ecstatic in the belief that, in some way, it may well be possible to project your identity onto a small, anime-type sprite waddling around a multi-scrolling playfield. You really ought to get out more.

The Japanese love their RPGs. It should, therefore, follow that they know a good one from a bad one. Strange then, that, prior to its recent translation, this distinctly empty and unsatisfying game enjoyed so much popularity. Let's make it clear what we're working from, here. In this country, Super NES RPG fans will have played and enjoyed Nintendo's own *Zelda: A Link To The Past*. The ingredients that made that game so heart-stoppingly wonderful (magnificent quest elements; convincing, non-linear game design; superb graphics; *Mario*esque explore-equals-reward philosophy) are all sadly absent here, and, in some respects, it's difficult to see the logic behind the translation at all.

But let's not be too harsh. No, actually, let's. Let's be really, really, *really* harsh. This is a dreadfully linear, depressingly uncomplicated and extremely uncompelling game, with some dodgy graphics and very little in the way of unpredictability or excitement.

From what I could gather, you play a chappie by the name of Nasir. The story? Well, the water supplying a certain village has become a little dirty for, erm, some reason. You then spend the first half of the 'quest' wandering around a village, talking to suitably cute citizens, becoming drawn into the inevitable 'Bow wow' conversation with a nearby dog (brilliant, eh?) and, supposedly, piecing together the hideously jagged sections of the answer to the question, 'Why has our water become dirty?'. Which is roughly as intriguing and stimulating as attempting to enter into a discourse on the role of the mundane in psychosomatic hypotheses on suicidal tendencies. With a small maggot.

It doesn't get any more challenging, either. After the first section, I spent a brain-numbing amount of time attempting to locate a single door in an enormous, tediously-designed (hundreds of long corridors leading to dead ends) maze. This undertaking consumed approximately 45 minutes of my life and, afterwards, I was completely drained, confused, frustrated and, I don't mind admitting, a teensy bit angry. And I still didn't find the damn door.

Oh look, just picture *Lagoon* as a tiny, naive, badly-adjusted child looking up to its big brother, *Zelda*. It has the enthusiasm and the style, but it simply doesn't have any of the slickness or playability. If you've decided your mission in life is to collect every single game which contains 'hit points' and big-eyed, shakily translated anime-type characters, this one just about qualifies. Otherwise, forget it.

● Andy Lowe

GRAPHICS	SOUND	GAMEPLAY
60%	52%	58%
GAMELIFE	OVERALL SCORE:	56%
50%		

VERDICT: A dull and generally unentertaining game. There is a little explore-and-discover enjoyment value, but the game mechanics are far too torturous and frustrating.

Japanese Release

Game: Dungeon Master
Publisher: JVC
Developer: In-house conversion of FLT original
Price: £59.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit + BB + DSP

DUNGEON MASTER

Two years after the Japanese release, the classic RPG finally makes it onto the Super Nintendo...

KNOW YOUR CHAMPIONS

Things have changed slightly since the computer versions, to make it all a bit more accessible, but the player interface is still about a hundred times more complicated than in most games. So, er, pay attention.

Select the mouth option with the hand and you'll get the food and water levels of each characters. Let them drop too low and they'll start dropping like flies.

Hold an object over the character eye, and you'll be told exactly what it is.

The 'ready hand' for holding torches and supplying ammunition to your weapon hand.

This is the 'action hand' which must hold most objects if they are to used at all.

From the left, the character's health, stamina, and mana (magic) levels.

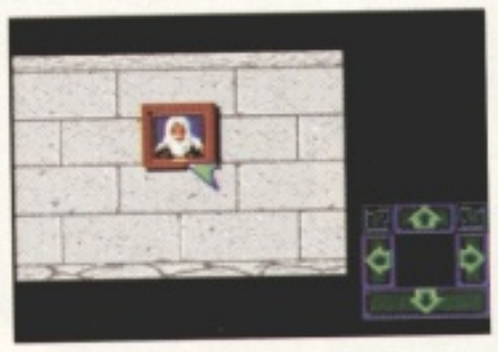
This is a back-pack that can hold up to 17 items, depending on their weight.

Magic spells symbols. Unfortunately, the manual skirts over this stuff lightly.

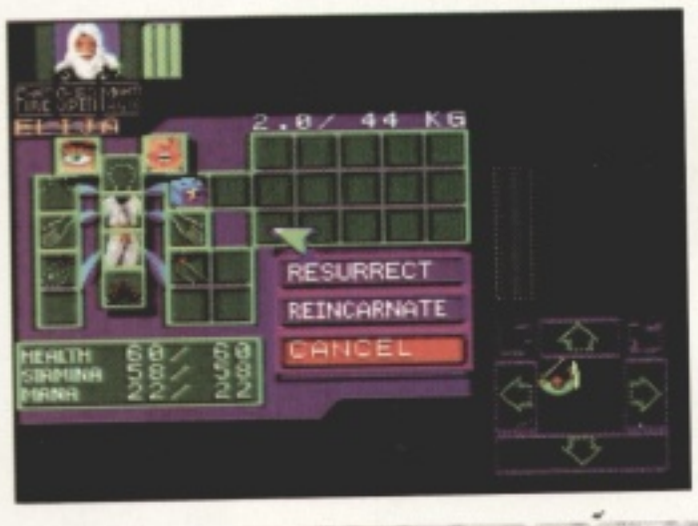
A more detailed catalogue of achievements is included.

Each character has his/her own combat box for using the weapon they're holding.

Three different control methods are possible and the best works quite well, too.

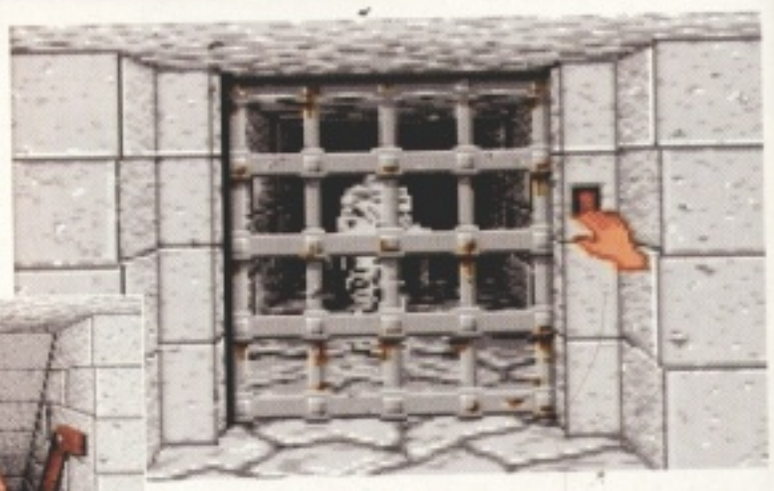


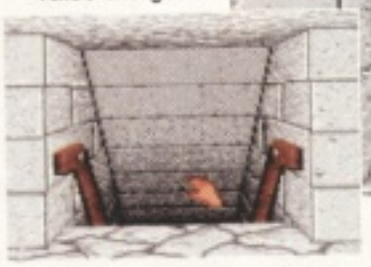
In the Hall of Champions, the souls of failed champions lie trapped in mirrors.



When you start the game, you must choose a party of four to command through the dungeons. By analysing their respective strengths and abilities, you can build a party with a mixture of specialist skills such as fighting, healing, magic, etc.

Below: The entrance to the first dungeon – there are 14 of 'em in all. Right: Press to raise the gate.





Left: Er, close the gate. That wasn't a good idea. Above: On the first level, you'll find all sorts of goodies to help you along.

Looks like half of your party has kicked the bucket and this blue stuff is worrying, too. Inset: A water fountain.

Many of the puzzles in *Dungeon Master* revolve around the pull-down-switch-and-open-door-or-gate, or drop-object-on-floor-to-activate-pressure-pad-or-gate-or-door, type of affairs.

Above: And this pit will need filling in if you're going to get within grabbing distance of those goodies.
Right: One of the less taxing puzzles.

Drop a rock on the pad, and... it does absolutely nothing.

At first, light is generated by the flaming torches that you find about the dungeons. And when they start running low things get tricky.

There's a lot of number-crunching for the SNES in *Dungeon Master* – keeping track of all the monsters in real-time requires a DSP chip, in fact. Those rock monsters on the far left are a bit trickier than most, but the scary blue guy (above) is an absolute doddle to kill. Pah.

GOOD, BAD OR UGLY?

It's been said a millions times before, but I'll say it just once more. *Dungeon Master* is truly a classic game. Okay, it's not everyone's cup of R-PG Tips (er, geddit?) (*I thought you'd been fired – Ed.*), but it's one that's unfortunately taken an eternity to appear on the Super Nintendo. Sixteen-bit computer owners have had the game for anything up to six years, and the Japanese have been playing the Super Famicom version for almost two years, but Super NES owners over here either haven't a clue what it is, or had just about given up hope of it ever appearing. Oh, and some couldn't actually care less about it, but I doubt they'll still be reading this anyway.

And that's the problem with *Dungeon Master*. People forget just how clever and inventive the game is. In fact, on the SNES it's unmatched in the following categories:

- Interaction: This is simply the most interactive game on the machine so far (ie, it feels the most like you're actually there). And it's probably the first proper role-playing game. Sure, compared to the latest Ultima games on the PC, *Dungeon Master* is old news, but next to a multitude of *Zelda* and *Final Fantasy* clones, *DM* is an entirely different interactive experience.
- Detail: It's astonishing just how many interesting features the game contains. Things like the management of your party's health, stamina and magic levels directly affecting your progress; storing their belongings economically to save space; creating potions to attack, heal or protect; ensuring there are enough torches to keep the light up... It just goes on and on.
- Atmosphere: What *Dungeon Master* has that few other games manage is tension. It's geniunely scary. Walking around a corner and finding an enormous monster right in front of you can really make you jump. (Although you'll need to be on your own in a dark room to get *really* scared.)
- Challenge: This makes it all worthwhile. No-one can race through *Dungeon Master*. It's too big and tough, and the puzzles are too ingeniously crafted. Set aside a couple of months and you might just do it.

So, *Dungeon Master* may be unconventional for the Super Nintendo, but it has qualities that many SNES games are completely devoid of.

- Speed: Even with a DSP chip in the cart to help out, the Super NES still can't cope properly with all that number-crunching. It's slower than the 16-bit versions, and the screen update can get horribly slow when your characters are weak.
- Control: While the programmers have done sterling work in translating the complex control system to the joypad, it's a shame the mouse isn't supported, as it can get a tad clumsy and slow moving.
- Focus: (And this is a problem that original suffered from, too.) In stark contrast to the linear approach of most SNES games, *Dungeon Master* sprawls wildly. Some of the levels have been tightened up a bit since the original, but there's always going to be a fair bit of wandering around and – yes – getting lost. Map-making is essential in places which might put some people off.

Dungeon Master is definitely an acquired taste, a classic game best recommended to people who love to immerse themselves in atmosphere, detail and challenge. It's hackneyed by computer RPG standards, but in a league of its own on the Super Nintendo. Just don't take it too lightly – there's a fair amount of work in this one.

● Jason Brookes

GRAPHICS	SOUND	GAMEPLAY
75%	70%	91%
GAMELIFE	OVERALL SCORE:	
94%		88%

VERDICT: A hugely interactive RPG by current Super NES standards, but complicated and fiddly enough to put off many casual gamers completely. Despite being slower than the original, this is still – yes, you guessed it – a classic game. Even after all these years.

Thanks to Zap Computer Games, (0532) 590077, for the loan of this cart.

FANTASY QUEST SPECIAL

AND COMING SOON...

By now you're probably jiggling up and down on your seat with anticipation, absolutely *dying* to know what fantasy role-playing games are going to be appearing on official release in this country over the next few months. Well, there are loads and loads. More than we've got here, probably...

OGRE BATTLE

(Anco)

We're still not quite sure when *Ogre Battle* will be coming out over here – early next year would be our guess – but it's a very smart-looking game indeed. We're eagerly awaiting it's release.

These cards are how you set your party's attributes.

Battle sequences look particularly good, in isometric 3D with lots of huge graphics and stuff.

And the 3D scrolling Mode 7 map looks like, well, just about the best map ever.

LORD OF THE RINGS

(Interplay)

We've yet to play *Lord Of The Rings*, but it does sound jolly promising, with its

Yikes! We're surrounded by wolves! Take that little red riding hood off, Frodo!

Rotoscoped (ie, *Another World*-style) graphics and mouse control. It's very much an A-RPG, too – battles take place in real-time, rather than having the two sides take it in turns as with more traditional games. The UK release is still a little way off.

Another real-time battle in progress, it seems, and the score's 235-472.

MIGHT & MAGIC II

(Elite)

While *Zelda* epitomises the Japanese approach to role-playing games, *Might & Magic II* is pretty much typical of the way we Westerners go about them. It looks very similar to *Dungeon Master* – lots of 3D mazes with monsters that jump out at you; combat whereby your party and the baddies take it in turns to take swipes at each other; and lots of statistics – but has additional bits like shops you can go into. The series has obviously been a success: not only has there already been a *Might & Magic I*, but *Might & Magic III*'s on the way too! *Might & Magic II*, meanwhile, comes out here in October.

The monsters are the sort of thing you find in every RPG in the world.

Might and Magic
Day 1
Year 900
Facing W
The burly blacksmith Svendegard busily shapes a deadly sword in the forge. Do you care to see his work?
Yes No

Like all blacksmiths, the ones in *Might & Magic II* are burly. Possibly slightly burlier that usual, in fact.

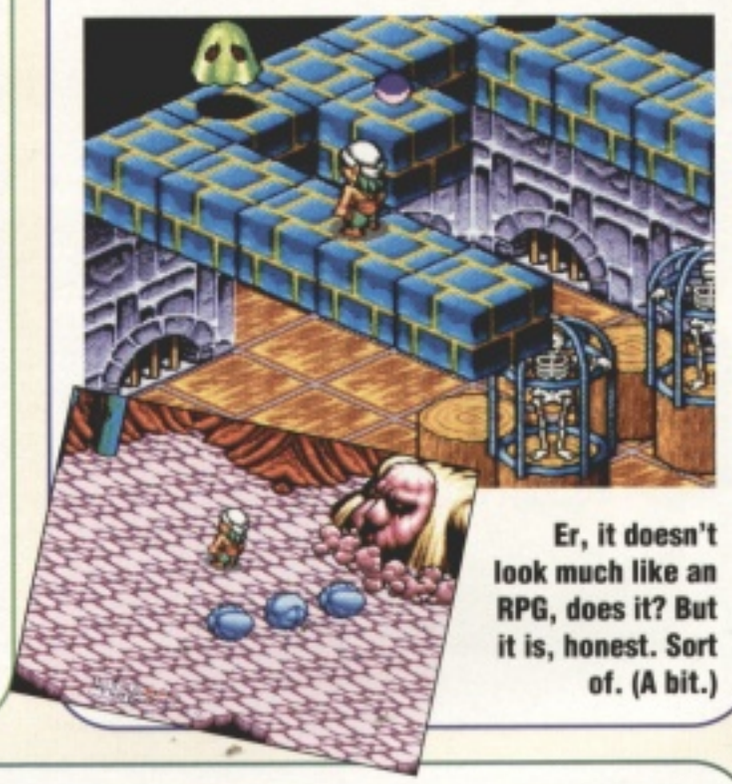
SOLSTICE II: EQUINOX

(Sony Imagesoft)

On-the-ball readers'll remember *Solstice II* from issue 8, where Jason gave it 90%. They might also be wondering where it is. Well, there've been delays, and the game is only now about to come out in Japan, with US and – most

The map looks terrific spinning round in 3D, even if the trees do stay still.

importantly, in these days of security-coded carts – UK release dates to be confirmed. It's about as action-based an RPG as it's possible to get, with the emphasis on platform-hopping and shooting skills during the isometric 3D sections, and only a variety of spells and the 3D scrolling map betraying its true intentions.



Er, it doesn't look much like an RPG, does it? But it is, honest. Sort of. (A bit.)

MYSTIC QUEST

(Nintendo)

Perhaps the best news for UK-based RPGers is that Nintendo have bought the rights to distribute Square Soft's games in this country, the first of which will be *Mystic Quest*, due in October. It's a sort of simplified offshoot from Square's *Final Fantasy* series, aimed at beginners, and comes on a titchy 4 Mbit cart, but is no less worthy for it.

But what of Square Soft's other titles – the hugely successful *Final Fantasy II* and *III*, and the forthcoming Multitap-compatible *Secret Of Mana* (the translation of *Holy Sword Legend 2*)? Nintendo aren't sure yet, but they'll be released eventually.

This is RPGing Japanese-style, with a proper storyline and stuff.

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SEGA

THE WORLD OF AMIGA

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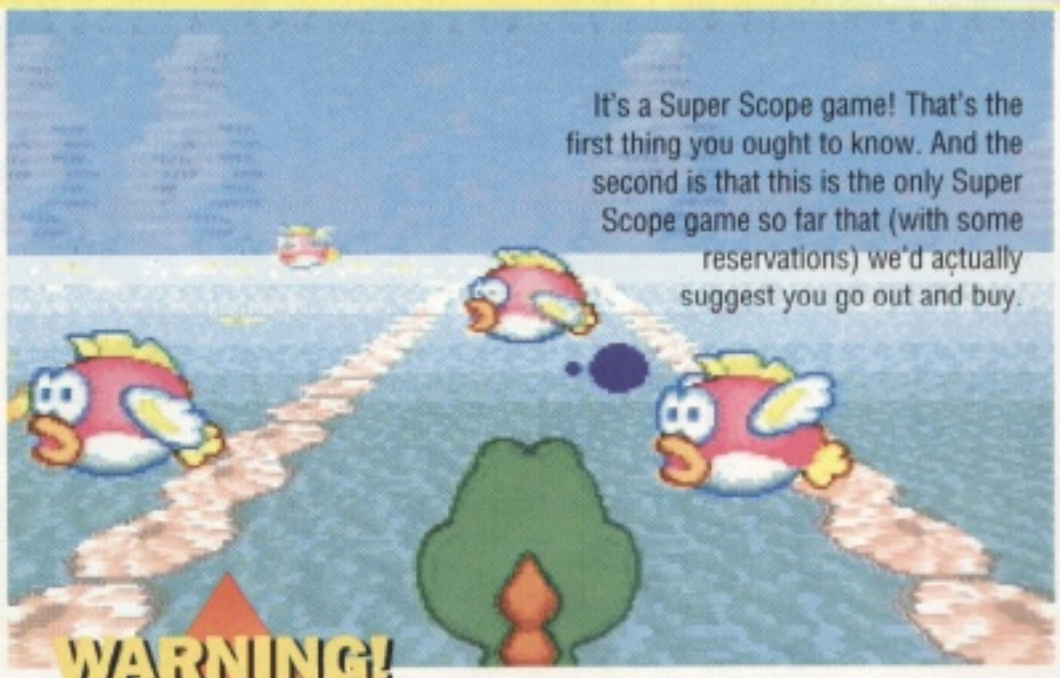


It's a Super Scope game! That's the first thing you ought to know. And the second is that this is the only Super Scope game so far that (with some reservations) we'd actually suggest you go out and buy.

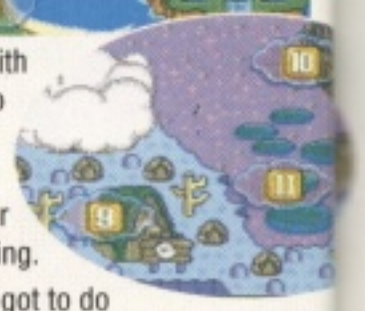
WARNING!

If you've got a UK SNES, you'll have to hang on for the official release of *Yoshi's Safari* on 12 November. The Japanese version won't work, even through an adaptor.

THE PLOT

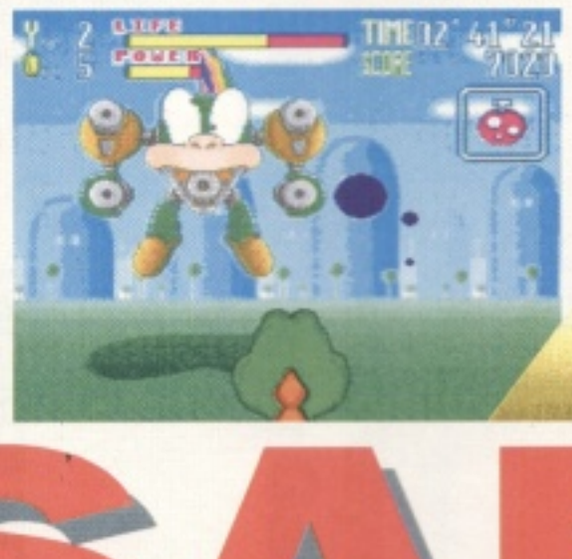
We must admit that, as the game's all in Japanese, and we didn't have time to get Tai, our translator, on the job, we can only guess at the plot. It seems to be something along the lines of 'the king's jewels have been stolen by Bowser and Princess Daisy wants you to go and retrieve them', though.

To start off with you've got to complete seven levels in the order of your choosing.



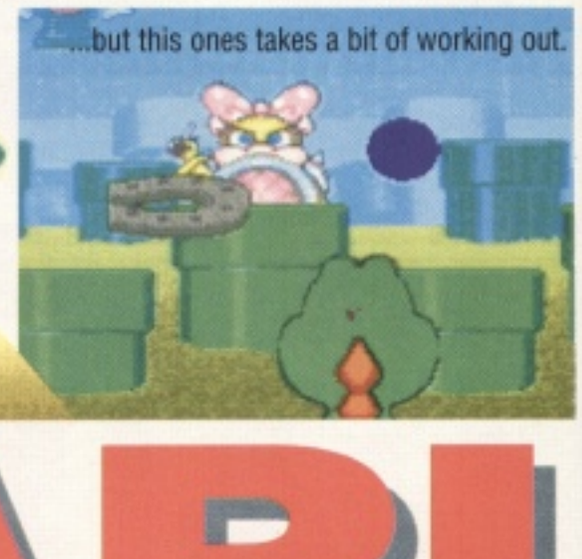
And then you've got to do five more levels, before before finally coming face to face with (eek!) Bowser.

There are bosses, of course. Recognise that hairdo..?



...or those spikes? This one's easy...

...but this ones takes a bit of working out.



YOSHI'S SAFARI

Yoshi, eh? What a cheery, chubby-cheeked little fellow he is. But surely we ought to be plugging away at him with a 12-bore, not riding along on his back...

Japanese Release

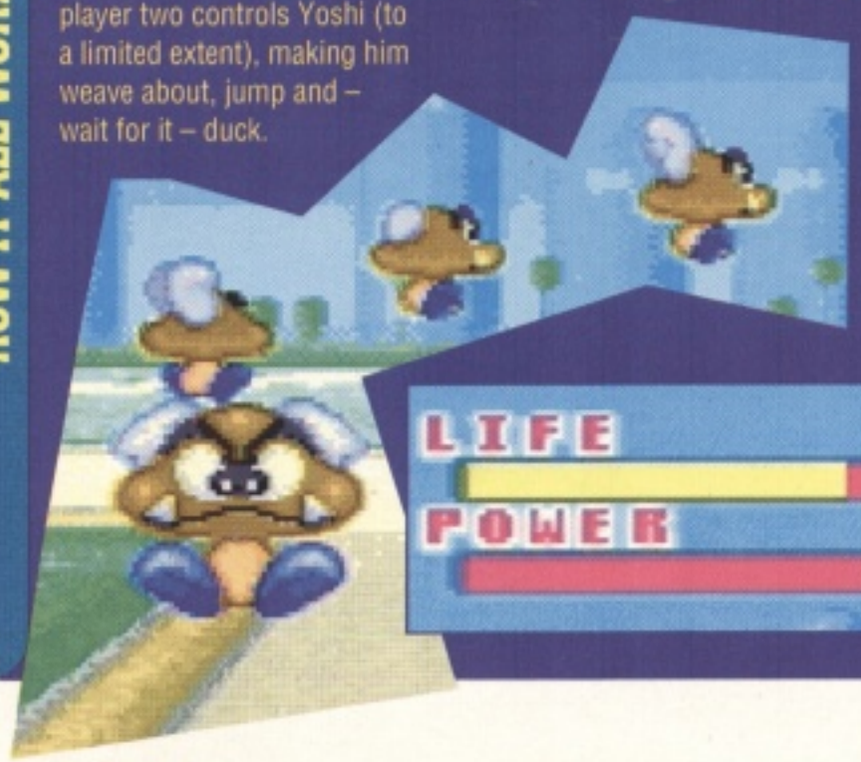
Game: Yoshi's Safari
Publisher: Nintendo
Developer: In-house
Price: £50-£60
Release: Out now
Players: 1 or 2
Cart ROM: 8 Mbit

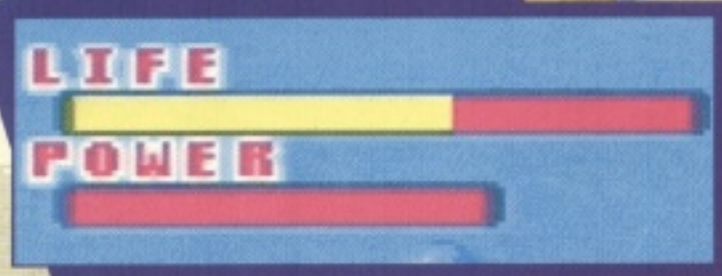
HOW IT ALL WORKS-TYPE STUFF

Right, so how does it work? Well, first of all you've got to plug in your Super Scope, realise that you left it switched on last time you used it (eight months ago), rush out and buy some new batteries, connect everything up and switch the game on.

Then, as in most Scope games, you can fine-tune your Scope's aim.

And there's a simultaneous two-player mode, where player two controls Yoshi (to a limited extent), making him weave about, jump and – wait for it – duck.





You can hold down the fire button to get rapid fire, but you'll run out of power if you do it for too long, whereupon you'll have to wait for the meter to charge up again.

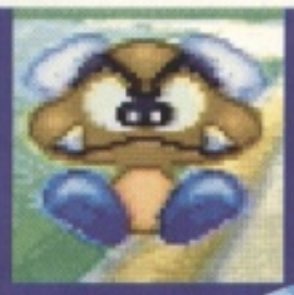
After that, and for the duration of the game, you're Mario, riding astride Yoshi, picking off baddies. Yoshi does all the steering and everything, leaving you to concentrate on shooting things.

Oh, except you've got to tell your prehistoric chum when to jump over gaps. You get a little arrow on the ground to remind you.

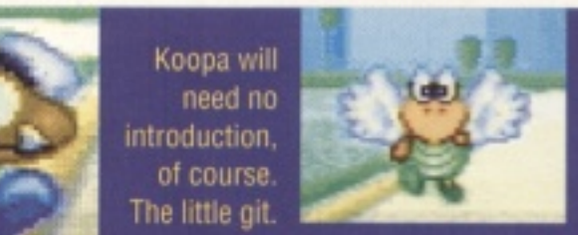
If you don't manage to fend off the baddies, Yoshi'll get hit and'll look mournfully back at you, imploring you to be more careful. You can either apologise, or shoot him in the back of the head for being so cheeky.

TARGETS

There are loads of things to shoot. Which is just as well, really.



Terrifically, with the occasional exception, all the baddies are straight from the *Mario* series. For example, this chap's last appearance (in a slightly larger form) was in *Super Mario World*.

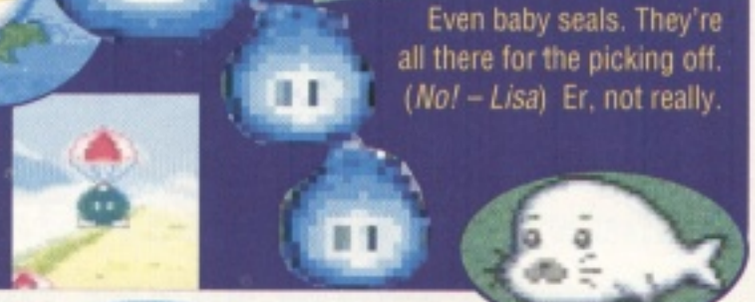


Koopa will need no introduction, of course. The little git.

Power-ups and moles – hurrah!

The Hammer Bros, funny little turnip fellows, chaps on parachutes, very scary blue fireballs... it's got the lot.

Here's another Hammer Bros.



Even baby seals. They're all there for the picking off. (*No! – Lisa*) Er, not really.

Yoshi's equally happy underwater. At least, you've got the Scope, and Yoshi's not about to argue.

Yoshi stops another baddy. But – hey – he didn't have to come.

Here's a rough approximation of the view you get as you squint through your Super Scope's eyepiece. Only a bit wider and flatter.

Yoshi fails to perform as well as we'd hoped, and is punished by a Scope bolt in the neck.

The levels range over all manner of terrain, including the obligatory slippery ice level.

Hello, king! We got (some of) yer jewels back!

GOOD, BAD OR UGLY?

'Hooray!' we said when we heard that there was a game called *Yoshi's Safari* coming out. 'Oh no!' we gasped when we read on and discovered that it was for the Super Scope. 'Phew!' we rallied when we finally got to play the game, and realised that it isn't actually too bad at all.

That fact that *Yoshi's Safari is* okay is more a reflection on Nintendo of Japan's infallible team of programmers than the Super Scope itself. All you get to do in the game, as ever, is point the Scope at the screen and plug away at the sprites that whizz about all over the place. And, unless anyone suddenly comes up with a completely brilliant idea that for some reason no-one's thought of so far, that's all you'll ever be able to do in Super Scope games. And the Scope is still as hopelessly unwieldy as ever. But there's enough going on in the periphery of *Yoshi's Safari* to keep your interest up till you've played the game through (even if that isn't a particularly long time, as we'll discover in a minute).

For one thing, there's the fact that you're riding along on Yoshi. So the scenery's always changing, and you really feel for the little fellow when he gets clobbered by a Koopa. There are the attack patterns of the baddies, and the designs of the bosses, which are far more varied than anything we've seen in a Scope game so far. And, perhaps most importantly of all, *Yoshi's Safari* is a *Mario* game, and is neatly tied in with *Mario* mythology. You'll recognise all the baddies, along with lots of other bits and pieces – the way Yoshi loses a couple of coins when he goes off the road, for example (just like in *Mario Kart*), or the power-ups, which are all faithful to previous *Mario* games.

The graphics are good, too. They're in the curious pastel shades that all Scope games seem to have to use, but Nintendo's artists have made the most of them, coming up with some gorgeous backgrounds. And the Mode 7 scrolling looks as impressive as it always does.

The only real snags are that a) as I said, all you're doing is shooting things, and it's questionable how long it'll be before you get bored of it, and b) it's only short, and takes no time at all to complete. I'm not trying to sound like some sort of gaming hero, but I played all the way through it on my first go in about half an hour. I think this is probably aimed at our long-suffering 'younger player', like, I suspect, most Super Scope games are.

So, if you've got a Super Scope lying dormant under your bed, this could be just the pick-me-up it needs. But it's still no reason to go out and spend £60 on one. (By the way, in Japan, *Yoshi's Safari* sells for about 3/4 the price of an ordinary SNES game, probably because it *is* a little on the insubstantial side. So you're entitled to feel miffed if Nintendo UK charge you £40 for it.)

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
89%	87%	55%
GAMELIFE	OVERALL SCORE:	
55%		69%

VERDICT: The best Super Scope game yet by a long way, with lots of funny bits and good ideas. It still doesn't measure up to our idea of top entertainment, though.

Thanks to Console Elite, (081) 561 2422, for lending us the cart.

ZOMBIES ATE MY NEIGHBORS

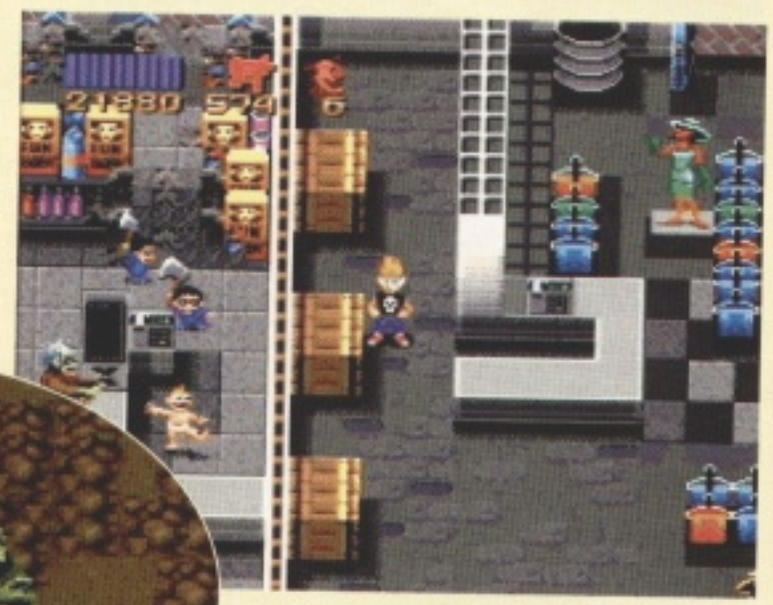
Know your B movies? Stay up late to watch low-budget horror flicks? Then settle back with a bucket of popcorn for Konami's monster massacre.

UK Release

Game: Zombies Ate My Neighbors
Publisher: Konami
Developer: LucasArts
Price: Approx. £50
Release: November
Players: 1 or 2 simultaneously
Cart ROM: 16 Mbit

Your peaceful suburban neighbourhood is being ravaged by the monstrous creations of Dr Tongue! It's up to you to rescue the innocent victims from vampires, Martian abductors, mummies and Mushroom Men.

Right: A scene from a typical zombie-infested shopping mall. I blame it on that musak they play.



Have you seen *Tremors*? If so, you'll know what attracts these burrowing sandworms. A bazooka would be pretty handy right now.

Zeke and Julie are the only kids who know what's really going on in town.

Below: That elusive Dr Tongue, the obligatory mad scientist.

Walking that fine line between scientific genius and gibbering loon, the Doctor melodramatically imbibes his secret formula. Stand clear.

'Fools! You cannot escape! Ha Ha Ha! Haa Ha-' (*I'm warning you – Ed.*)

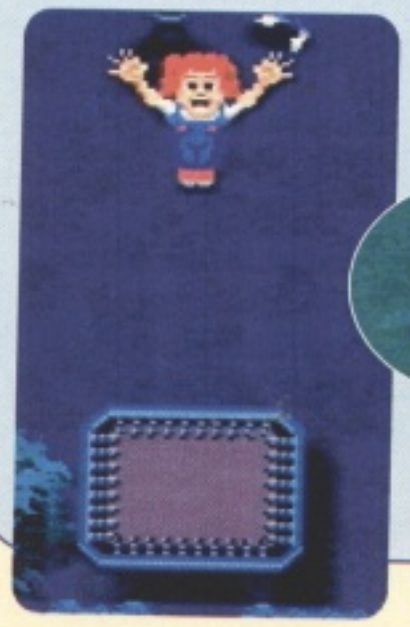
One of the worst levels, this factory is crawling with homicidal Chucky dolls. Use those bombs now.

NEIGHBOURHOOD WATCH

Just like in the movies, the ordinary citizens don't believe they're in danger till the monsters are upon them. It's down to you to save the day.

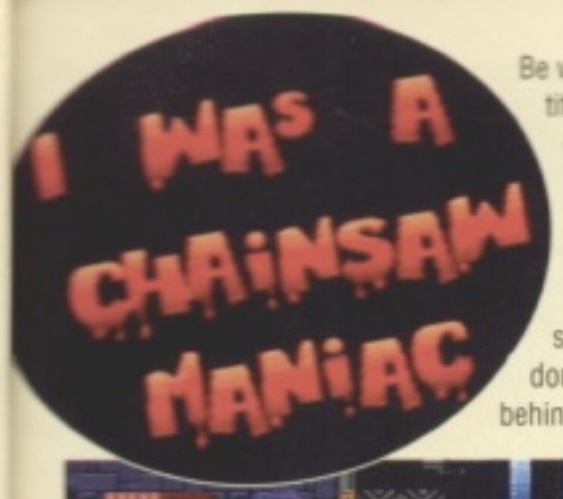
For a fiendish (and bizarre) purpose, Mars wants our cheerleaders.

'Leave this to the military, young lady. The situation is under – eek!' The army never seems to win in these type of films.



This idyllic family barbie is about to be gatecrashed by the evil dead. Grab that warm six-pack and use the cans as bombs!

This crabby old schoolmistress is only worth 10 points and a bad grade. I left her to the zombies.



Be warned, the titles get much cornier than this. When you hear the whine of a revved-up saw blade, don't try to hide behind a wall...

...because it won't help you. Heeeere's Johnny! Make sure you kick open all those cupboards and boxes – they contain useful items and extra weapons.

We are not alone. How primitive our civilisation must seem, to a huge red blob from Sirius IV. Watch the skies!

'Why it's the Death Scarab of Nyarlathotep – but how did it get in Emerson's pocket?'

'Those fools at the Academy! They dared to call me mad! Mad!? But when they see the power of my invention...

...which turns small babies into giants, they'll see I'm not mad.'

A dose of Tongue's serum turns Zeke into this purple beast. Now he can give the titanic toddler a spanking!

BODYSNATCHERS

These simulcra Zekes imitate your movements when newly hatched, but soon come after you. In two-player mode, the confusion *really* sets in.

The appearance of these pods is your first warning. They bear strange fruit...

...which looks oddly familiar. 'I'm the real Zeke!' 'No, I am!' 'No, *I* am!' 'No, it's me!', etc.

After years of ant-powder, boiling water and wicked children with magnifying glasses, these ants want *revenge*.

The fire extinguisher will freeze some enemies on the spot. Use a long blast before you turn your back to run.

These inflatable laughing clowns can be used as decoys, attracting the less intelligent monsters.

GOOD, BAD OR UGLY?

Your quiet suburban neighbourhood is being ravaged by the monstrous creations of Dr Tongue! You've got to rescue the innocent people from vampires, Martian abductors, giant ants and Mushroom Men. The scenario is a clever pastiche of all the horror movies you've ever seen, from supernatural Hammer ham efforts to the rubber-suited alien invasion shockers of the McCarthyite era. In fact, part of the fun of *Zombies* lies in spotting the genre references. The game knowingly draws on George Romero (*Them)*, John Carpenter (*Invasion Of The Bodysnatchers*), Roger Corman (*Friday The 13th*), and the works of less respected directors.

Your weapons are common or garden objects (although the bazooka has yet to become a popular household commodity). Plates, cutlery, ice-pops, footballs and the garden strimmer can be used to dispatch the unholy abominations. This can cause problems when you're fully tooled-up: a werewolf might appear and you'll have to run away, rapidly cycling through your weapons to find the silverware.

It's not all shooting, though. You have to locate and rescue at least one neighbour on every level or the game's over. Some levels have but one poor lost victim to save, and unless you approach via the correct route, then the monsters will get to them first. This is where the game gets really tough – usually just before another password is revealed, too – and you'll be cursing as you try to work out where you're going wrong.

Zombies has elements of *Super Smash TV* and *Operation Logic Bomb*, but it surpasses them through the stylishness of its oozing graphics and eerie tunes. Watch Julie trampolining, or the Gillmen explode, and you'll begin to appreciate the attention that LucasArts have lavished on this game. There are over 45 levels to crack, but you'll be struggling from password to password long before the half-way stage. At the same time, the game's easy to start playing and has that cathartic shoot-'em-up action which keeps you coming back for more. The two-player game isn't that remarkable, as you have to work close together within the playing area (no split-screen here) and beat each other to the special items, but at least the option exists.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
89%	90%	87%
GAMELIFE	OVERALL SCORE:	
90%		89%

VERDICT: If you liked *The Incredibly Strange Creatures Who Stopped Living And Became Mixed-Up Zombies* (dir: Ray Dennis Steckler, 1964), then you'll appreciate this game. Even if you didn't, you'll still find an innovative shoot-'em-up with lasting appeal.

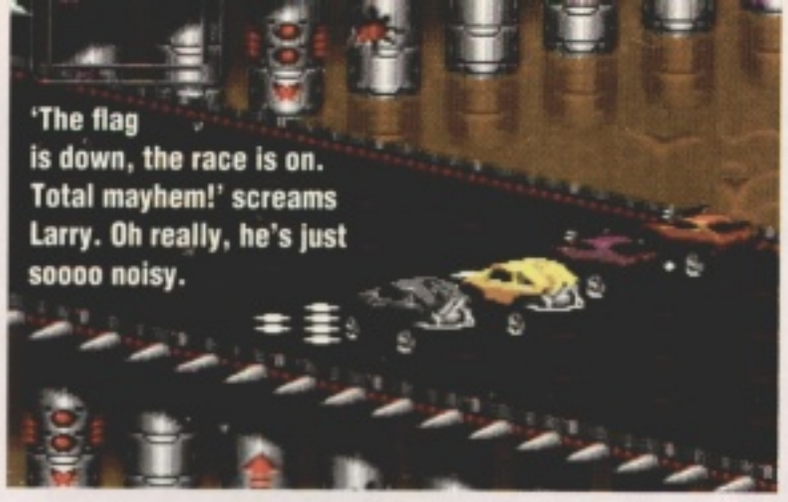
BOX-OUT THANG!

Your ill-gotten gains go towards buying your car the fattest wheels and the most heavily chromed missiles, so that you'll be the envy of all the other drivers. Go for the guns, that's my racing hint, as it's a lot easier to blast someone from behind than it is to overtake them. It's cruel, I know, but so's life.

The killer VW at the top's ideal for all conditions, but if you want speed of the extremely fast variety, then the pointy car's an absolute must. Shame about the styling though, it's all a bit 1970's, don't you think?

If you'd much rather shoot at your opponents than race them, then these are the ones for you. Rockets, mines and lasers galore. We love it.

And here's the showroom, where you can buy, or swap, your own set of hot wheels, or tracks, or hover thing. Player two gets the same. Only in blue.



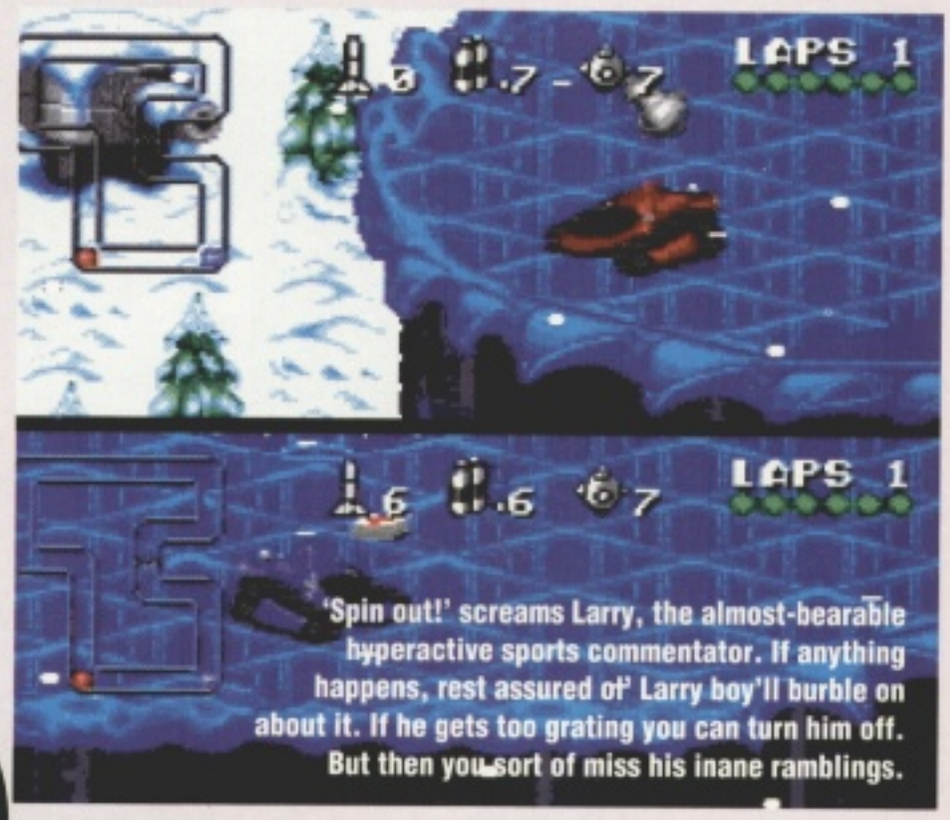
'The flag is down, the race is on. Total mayhem!' screams Larry. Oh really, he's just soooo noisy.

UK Release

Game: Rock 'n' Roll Racing
Publisher: Interplay
Developer: In-house
Price: £TBA
Release: October 1993
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

ROCK 'N' ROLL RAC

'Get your motor running, get up on the highway,' implored the song, which also features in this game that, by a bizarre twist of fate, is all about driving. Coincidence, or magic? You decide.



'Spin out!' screams Larry, the almost-bearable hyperactive sports commentator. If anything happens, rest assured of Larry boy'll burble on about it. If he gets too grating you can turn him off. But then you sort of miss his inane ramblings.

Here're all the competitors you can choose, and in a very un-politically correct move, they're all boys. Tch! Shame on you Interplay for instantly alienating 50% of your potential audience. Anyway, I like the furry one best, because he doesn't look as smug as the others.

We suspect that Cyberhawk isn't the name he used at school.

The massive jumps make it all very *Dukes Of Hazzard*. Sort of.

The creepy alien track that looks like it's been built out of the black bones of some giant xenomorph, isn't at all scary. A barrage of shiny white, explosive-tipped missiles heading directly for your rear window – now THAT'S scary.

L CING

If you walked in this Winter wonderland, the chances are you'd end up with tyre marks on the back of your snorkle-hooded parka. Or shot. Or both, if you're that unlucky.

Major league downer – you've got everyone in your sights, but you're all out of ammo, until you recharge. Guess there's no chance of Larry shouting a bit, then.

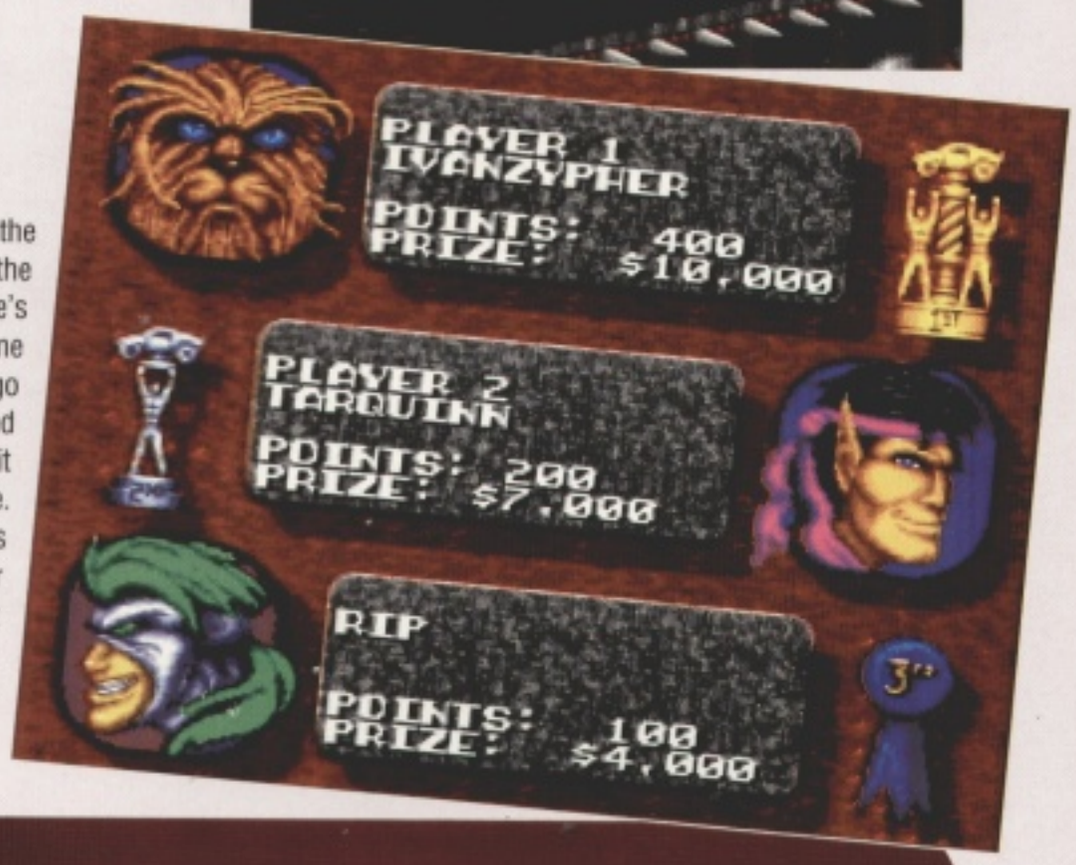
This world seems to pride itself on being grubby and polluted, and lighting up an opposing truck isn't going to make the slightest bit of difference to their smog problem – so what's stopping you?

Get back! Green's just about to blow!

The tracks are littered with power-ups, but this isn't one of them. It's the only case that comes to mind of someone shouting 'Mine!' and you letting them have it without arguing.

Out in the desert now, and everyone's hitting those boosters down the straights. Flames aren't a problem – it's when your car starts smoking that you should begin thinking about life insurance.

To the victor, the spoils! There's nothing like a game that massages your ego every time you win, and rubs your nose in it every time you lose. And Larry boy revels in revealing your position in the most excited voice he can manage. Which is very excited indeed.



GOOD, BAD OR UGLY?

How many times have you been playing a racing game such as *Super Off Road*, say, and thought 'This is great fun, but what I really need to increase my enjoyment level to bursting point is a car with lots of big guns'? In my case it's over 107, so when *Rock 'n' Roll Racing* came along, I was so excited that my head caught fire – literally. (*He exaggerates – Ed.*)

Interplay's latest owes a huge debt of gratitude to *Super Off Road*, in that it's basically the same game, only with knobs on. But, whereas *Off Road* got samey quickly, this one whipped us all into a 'just one more go' frenzy. Why? Well let's see shall we?

For a start there's the silly intergalactic setting, with different planets to race on, each with different scenery. This in itself makes it more playable, as one minute you'll be sliding through snowdrifts in a hovercraft, and the next you're tearing round what looks like the set of the next *Alien* movie in a tank. The choice of six different vehicles gives you a range of handling characteristics, and they really do make a difference, with off-road 4x4s suiting the slidier tracks and speedsters for the more open roads.

The races are short, wild and frequently brutal, with mines, lasers and rockets flying all over the place, which makes whoever's out in front feel like a sitting duck. Exploding puts you out of the race for only a few seconds, but that's still enough time for the other drivers to take the lead.

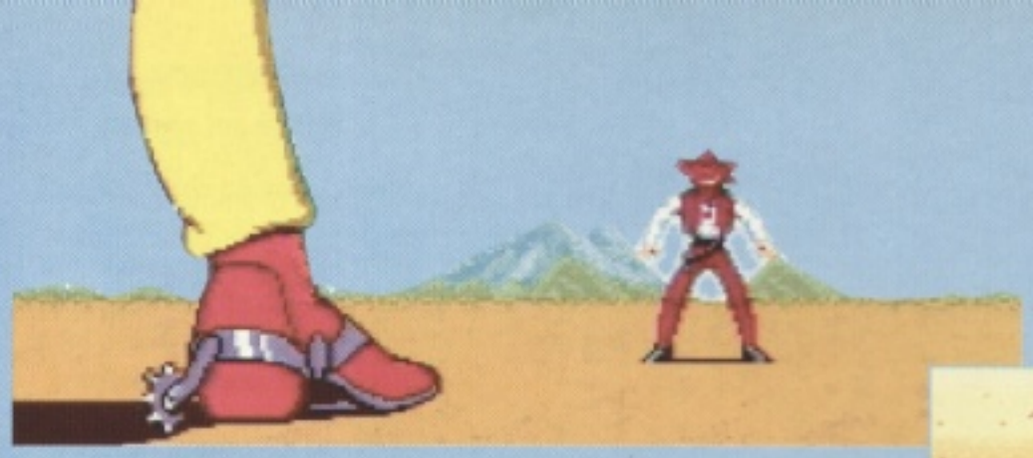
The hype surrounding the game is increased by the rock and roll sound-tracks of screeching guitar riffs (arranged by top games composer Tim Follin, trivia fans), and by a hyperactive commentator who really should lay off those blue Smarties. Every time a new person takes the lead, or you 'unleash hot fury' on another player (his words, not mine), Larry's there to shriek about it.

The only down side is that in the two-player split-screen mode, it's very hard to anticipate corners since the playing area's so small, but with these lush and gorgeous graphics, and a sound-track to match, I'll forgive this small defect. Only this once, mind.

● Cam Winstanley

GRAPHICS	SOUND	GAMEPLAY
92%	86%	80%
GAMELIFE	OVERALL SCORE:	88%
84%		

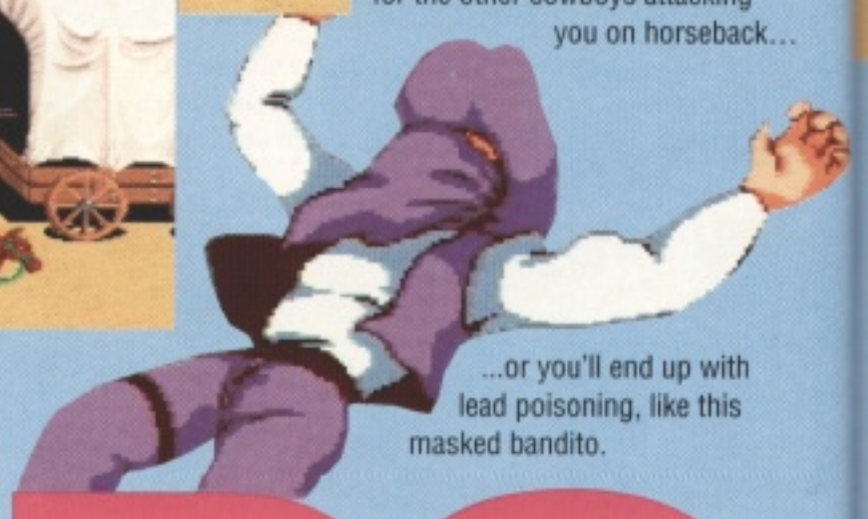
VERDICT: A perfect blend of racing thrills, explosions and bouncy cars with huge shock absorbers, and just the right level of silliness thrown in for good measure. Since it's challenging in both one- and two-player mode, I'd say this one's a must for your collection.



HOW THE WEST IS WON
Set over seven stages of horizontally scrolling platform action, *Sunset Riders* incorporates the two-player simultaneous option from the arcade original, with all the characters included as well.

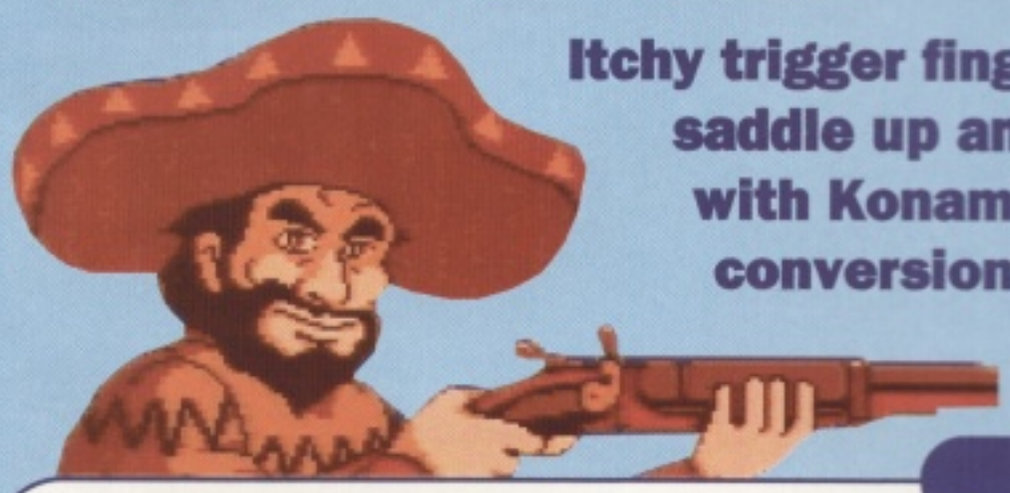
There are Steve and Billy, with their trusty six-shooters. Or you could plump for Bob and Cormano, the shotgun-toting brothers of destruction (as I've named them). And while Bob and Cormano's shotguns have a healthy spread of pellets, Steve and Billy make up for this with the edge in speed and agility.

HI HO SILVER!
On levels two and six, our fave bounty hunters hop on a pair of champion steeds to continue their shoot-out. They've also got to stop a whole train full of bandits as well. Not that tall an order, actually – but first our heroes must negotiate a wagon which throws logs at you as you ride past. Oh, and watch out for the other cowboys attacking you on horseback...



...or you'll end up with lead poisoning, like this masked bandito.

SUNSET RIDERS



Itchy trigger finger gringo? Then saddle up and ride into town with Konami's latest coin-op conversion. Cue the Ennio Morricone.

UK Release

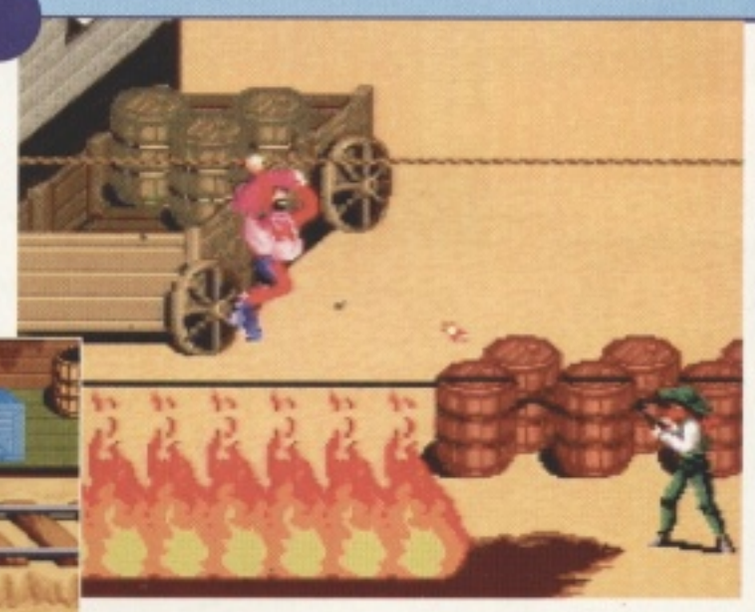
Game: Sunset Riders
Publisher: Konami
Developer: In-house
Price: £49.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

GUNSLINGING

Welcome to the Wild West, as it really wasn't. Out on the frontiers, the only law you'll find is at the end of a warm Smith & Wesson in the hand of a bounty hunter.

Round 'em up, ride 'em in, Rawhide... You must jump along the backs of these charging steers.

'Badges? We don't need no stinking badges!' Practise that tequilla-swilling Mexican accent for the full effect. Note, below, the famous 'Tell Ma I won't be home for tea' routine.



'I can make it! I can make it! I ca–' (*Next scene cut.*) A gunslinger cooks his beans over a camp fire.

'Excuse me pardner, have you seen – zoiks! It's you'

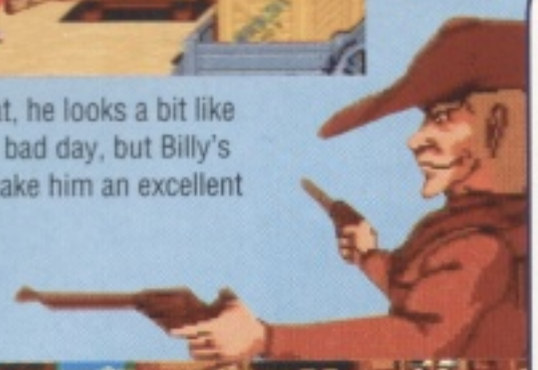
Moving from scene to scene, the linear storyline unfolds. How can you not be moved by this plea for mercy?

Nobody will shed a tear for Paco Loco, though. He pulls out an unfeasibly large weapon, just like *Django*.

Oh no. At the crucial moment our hero finds that his gun's loaded with cranberries. Typical.

This is the only friend you can really trust in these lawless times.

He wears a dark hat, he looks a bit like Lee Van Cleef on a bad day, but Billy's gun-toting skills make him an excellent character to play.



He does have a pet hate, though. 'Damn doors I hate 'em!' 'Take that, you – you – you – *door*!.'

This is Steve. You can bet he's got a shiny Colt 38 with mother-of-pearl handles.

POWER-UP FRENZY

SPECIAL WESTERN ITEMS
Along the way, you'll come across several items lying on the ground, hidden inside taverns or contained in a bandit's loot bag. These goodies could be any one of the following:

Single Gun Sheriff's Badge
Increases the rate of fire of your gun. Just hold down the fire button and admire the carnage.

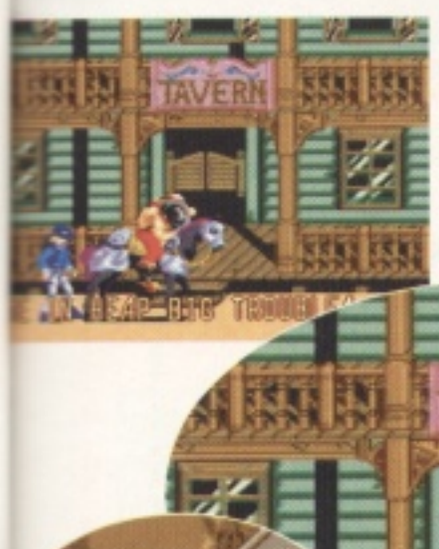
Crossed Guns Sheriff's Badge
Gives your dude a second gun, enabling him to fire in two directions simultaneously.

Dynamite
Either thrown by special flame-bandits, or dropped (if you shoot the bandit). They explode, so pick them up quickly and throw them at baddies. An exclamation mark warns you of their detonation.

Gold
Pesetas, senor! You're a bounty hunter and this is money. So grab it. You get an extra life with every $100,000 as well.

Bonus Carnage
After levels two and four you get whisked off to a bonus stage, reminiscent of the old arcade classic, *Bank Panic*. Simply blast the bad guys as they pop up. It's a straightforward shoot-out-type thing. And of course, the more baddies you waste, the greater your bonuses.

1-Ups
Obviously, these give you an instant extra life. So, er, they're pretty rare (presumably because Konami don't want you to have millions of extra lives).



'Round up the posse, Running Gag! We'll head 'em off at the pass!' It looks like someone's had too much fire-water!

One stranger. Four wanted men. In seconds, four men lay dead, and the stranger holsters his smoking pistol.

GOOD, BAD OR UGLY?

Good, bad or ugly. Good gag, eh? Erm... *Sunset Riders* is a Western, you see. (*Get on with it! – Ed.*)

Okay. That's enough drivel from me. Fortunately, *Sunset Riders* has NOTHING to do with the recent, rather lacklustre. Mega Drive conversion of the same name. In fact, this is an accurate translation of the 1991 Konami coin-op original, and jolly good it is too. No, I mean it. Jolly, jolly good. Rather splendid, in fact.

In order not to be too lavish with my praise, however, I must point out the few problems with the game – although Konami have reproduced the exact level layouts, cow for cow and tumbleweed for tumbleweed, there are a few nice little touches which should have been retained.

For a start, the coin-op's two-button control has been transformed into three buttons on the Super Nintendo. This confused me somewhat, because I didn't really want to be mucking around with a third button during crucial moments. And when you shoot the guys in the barrels, they just die, rather than splitting the barrel open with their mangled bodies. And on the second level, you can't duck close to your horse to avoid overhead shots, like you can in the arcade.

But listen. I'm a real expert at the arcade version, so I'm bound to find loads of minor discrepancies. The point I wish to make is the *Sunset Riders* is outstanding. It's a thoroughly enjoyable two-player blast and you'll love it. It's damn tough, though. Tougher than the coin-op, in fact (the bosses rank as some of the trickiest I've ever encountered), and there's that 'one last go' thing to keep you playing for ever. This is another winner from the Konami stable.

● Dan Jevons

GRAPHICS	SOUND	GAMEPLAY
82%	85%	89%
GAMELIFE	OVERALL SCORE:	87%
90%		

VERDICT: *Contra* in stetsons. This is a faithful conversion of a classic arcade game. And it's a damn good blast in its own right. Go get it, er, pardner (sorry).

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KEVIN KEEGAN PLAYER MANAGER

UK Release

Game: Kevin Keegan Player Manager
Publisher: Anco
Developer: In-house
Price: £44.99
Release: October
Players: 1 or 2
Cart ROM: 6 Mbit

Ron Atkinson? Or Graham Taylor? Find out whether you're cut out for a career in football management in Anco's strategic version of *Kick Off*.

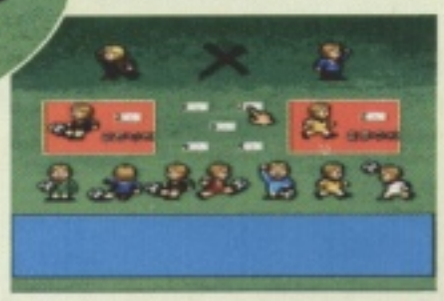
***Player Manager* fully justifies its name by enabling you to do all the manage-y bits, as well as actually play the game arcade-style. If you want to. Here's the impressive-looking *Kick Off* bit in action. It's just a shame that it doesn't play that well. But hey, this is a helluva game to look at and go 'Hmmm' to, while you're managing.**

Above: You can be either a baseball player, Indiana Jones or a Rabbi. Right: Kevin and a calculator.

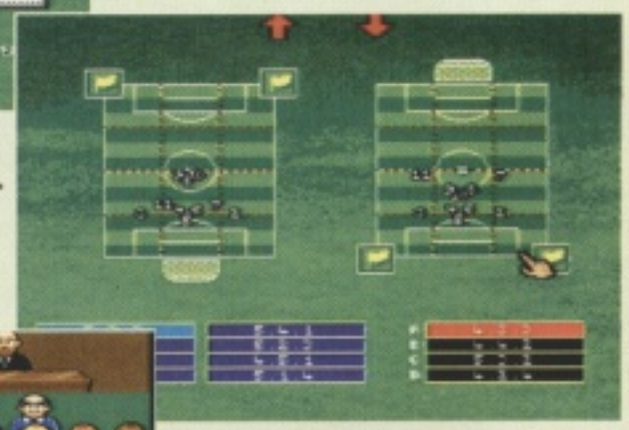
Oh dear. Here're some more totally indecipherable icons – you soon find yourself losing the will to live.

I mean, they just look like some kids playing football from different angles. This is the scouting bit, incidentally.

Now what's all this about? Well, it's the training section – but can *you* figure those icons?



Kevin looks a tad annnoyed, while his mate in the background just looks extremely uncomfortable. Nice tie, Kev.



Select your team's formation for the big match in this bit.

Sit and listen to what the directors have got to say. Or, on the other hand, don't bother buying the game in the first place.

GOOD, BAD OR UGLY?

Football management games aren't in proliferation on the SNES. In fact, this is the first one to appear on the system, so if you're rabidly keen to play at being manager, it's your only choice at present. Something tells me, though, that you won't be very impressed with it.

On the surface it seems quite a bargain, and in many respects it does have a lot to offer. The inclusion of a version of *Kick Off* is a bonus, or would be if the game was any good. The version on this cart has been changed again, most noticeably in the graphics department, and now shows you a more zoomed-out overhead view of the pitch, à la *Sensible Soccer*. It still has the same monstrously unworkable control system though. (If anyone can work out what's actually going on in *Kick Off*, or whether there's any point in even holding the joypad at all, please let us know.)

However, this is primarily a management game, and the inclusion of *Kick Off* provides a worthwhile look at the action. Most management games on the Amiga, for example, just have a crappy view of the football matches, usually in a little box, or as a series of sliding bars, so a full pitch game with everything included can only be a good thing.

And what about the management itself? Well management has to work well to create any interest whatsoever, and *Kevin Keegan* just doesn't cut it. (Well, Kevin Keegan does, but this game bearing his name doesn't.) As you negotiate your way through a series of the most nauseously inappropriate, and quite indecipherable, anime-style icons, you never get the feeling that you're *involved* in what's going on. All the bits are there, but they don't sit comfortably together at all. It soon gets frustrating tweaking parameters, with the only indication of what they are being a cute kid with a football, only to end up losing 2-1 to Bolton.

Still, if you *really* want to be a manager *Player Manager* does give you a lot to get stuck into, and if you like Kevin Keegan, there are plenty of pictures of him to look at, too. Or rather, the same picture lots of different times. At least he's sporting one of his less offensive haircuts.

● Tim Tucker

GRAPHICS	SOUND	GAMEPLAY
68%	22%	59%
GAMELIFE	OVERALL SCORE:	59%
77%		

VERDICT: Dull. With the added bonus of an uncontrollable football game thrown in. You didn't buy a SNES to play games like this.

It's a very dangerous world out there for a small blob, and Clayton has enough trouble just surviving his own neighbourhood! He can pack a punch if he gets in a tight squeeze, but his best hope is to find another clay ball, which transfers animal powers upon him.

UK Release

Game: Claymates
Publisher: Interplay
Developer: Visual Concepts
Price: £TBA
Release: October
Players: 1
Cart ROM: 8 Mbit

CLAYM

Before Interplay's platformer even starts, Clayton's father has been kidnapped, his serum stolen, and to top it all, he's been turned into a ball of blue clay. It's looking a bit like one of *those* days, isn't it?

CLAYTON'S ANIMAL MAGIC

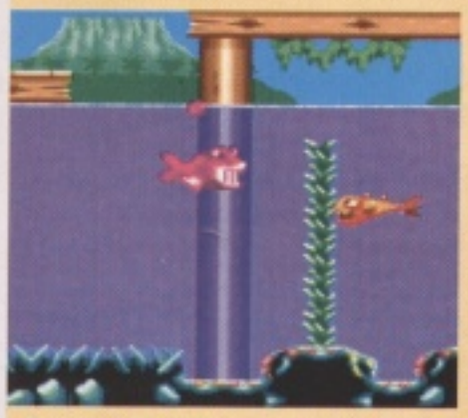
Today I am a small blue thing, like a marble – not the best shape for a heroic rescue. Time to slip into something more comfortable...

He leaps, he flys, he plays with wool.

In your Muckster form, you can climb straight up trees and telegraph poles.

Oozy the mouse is incredibly fast, and can negotiate the smallest passages.

Globmeister can dig through soft earth, and he's a pretty mean shot with an acorn, too.



The purple clay will turn you into Goopy the fish, who's ideal for this sort of thing. Being a fish, see?

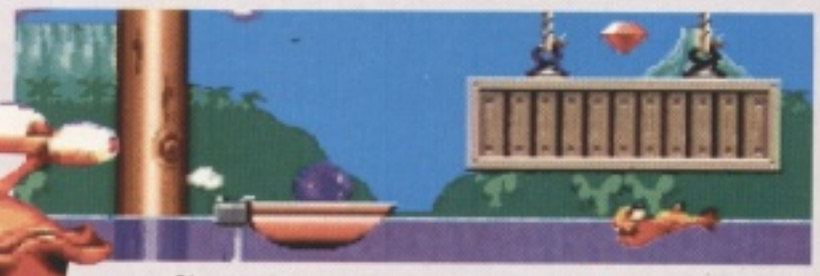
Doh-Doh can fly – well, sort of. He's not much good without a long run up, though.

This Mode 7 bonus screen looks smooth – hit the yellow square every time and you'll score an extra life.

Unfortunately, this bonus screen is so annoying that Jez felt ill just watching me play it.

On the map screen, guide the robots to clear your path to the next level.

This is Jobbo, the evil villain.



Clayton jumps into a powerboat and speeds off. Tidy.

Muckster hitches a lift on this friendly cloud.

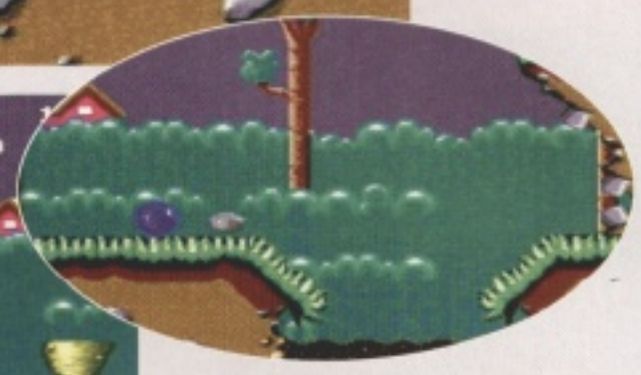
The pearl-splitting giant clam (above) and this floppy-eared flying Basset hound are actually end-of-level bosses.

On this pacific level, Goopy faces snapping fish, electric eels, mines and sharks. Although he can leap onto dry land, get him back in the water within 10 seconds.

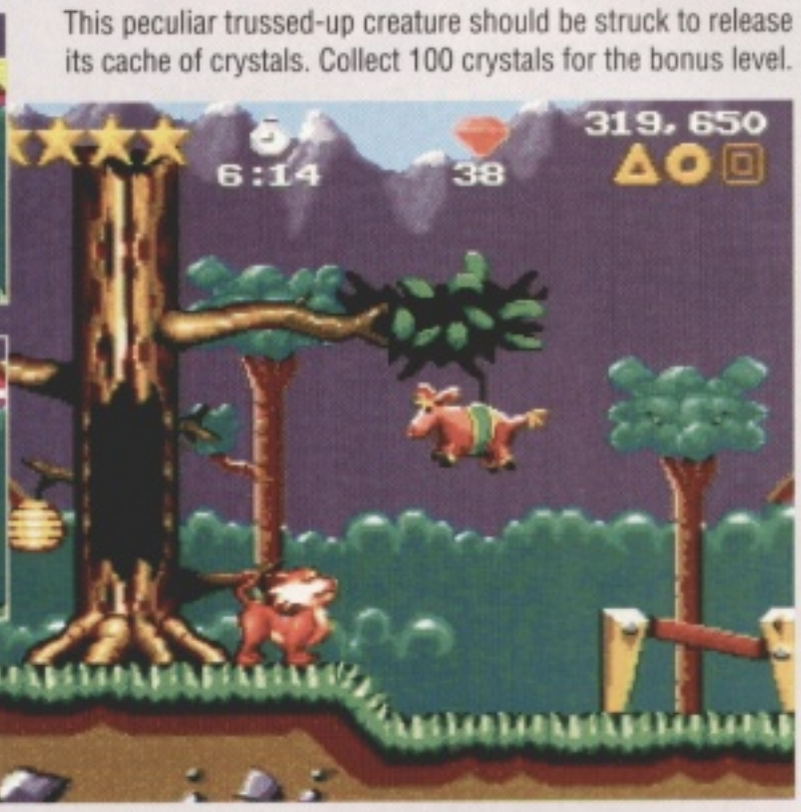
Fighting talk from Clayton, who proceeds to wreak squidgy blue havoc on a dog, a few haddock and a duck. None shall stand in the way of the malleable azure avenger!

CLAYMATES

Muckster, the clayperson-cat-type-thing, has a neat scratch attack. He's also pretty agile when it comes to those tricky jumps. If he can avoid that bee's nest, the box on the other side will teleport him to a mystery destination.



Above: This animal clay is what you need to change your shape.
Left: Globmeister opens a Bonk Box to unleash a tornado.



This peculiar trussed-up creature should be struck to release its cache of crystals. Collect 100 crystals for the bonus level.

Hit the plunger to release the 'Good Job!' balloon. It acts as a restart point in the game, should you cop it.

LITTLE FLUFFY CLOUDS

These little cumuli are great. The smiley cloud carries you off to new sections like a moving platform, but avoid the evil blighters who try to zap you!

GOOD, BAD OR UGLY?

From the screenshots you'll have noticed something fairly special about some of *Claymates*' graphics. That's because, as the title suggests, a selection of the sprites have been created from animated clay figures. You'll already have seen the Claymation technique used to breathe life into Morph, and the same process appeared in Nick Park's award-winning *Creature Comforts*, from which those clever TV ads (with the talking plasticine animals) are derived. As you'd expect, though, it looks more impressive when you see the things actually moving.

Claymates is essentially another platform game, but it's beefed up with plenty of bonuses and lacey frills. The numerous levels present a different challenge to each particular clay animal, so you'll need to change forms to explore everywhere. The strong point of the game is that there's always a lot to do – clouds to explore, keys to find, boxes to reach – which holds your attention and keeps things moving along. As a straight platformer, *Claymates* would have been unremarkable: instead, the variety stops it ever getting dull.

This isn't to say that *Claymates* doesn't have its problems. Take, for example, the Pachinko Ball bonus level, which you reach by collecting all the letters to spell CLAY: my advice is, er, don't bother. Controlling the direction of the little clay blob is tiresomely difficult, and the screen jerked about in a really irritating fashion. Even so, I managed to accumulate 12 extra lives – quite by accident – making the next few levels far too easy. With infinite continues available on top of *that*, experienced players will probably find the challenge rather ephemeral.

Another problem is that the clay sprites, in their fulsome three-dimensional loveliness, sometimes look slightly incongruous against the more commonplace 2D platform backgrounds. I suspect the technique will find its real potential in Interplay's forthcoming and much-awaited *Clayfighter*, but here it's used rather sparingly. Some additional attractively animated features, like the cloud platforms, might have compensated for the simplistic graphics used elsewhere.

But above all, what's very reassuring is that innovative and original developments as in this game are still being tried out on the Super Nintendo.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
87%	78%	80%
GAMELIFE	OVERALL SCORE:	
66%		79%

VERDICT: Fun and gimmicky, but let down by some glaringly horrible bits. The availability of infinite continues means it's all over far too quickly, but there's plenty here to play around with.

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THE REN & STIMPY SHOW: 'VEEDIOTS'

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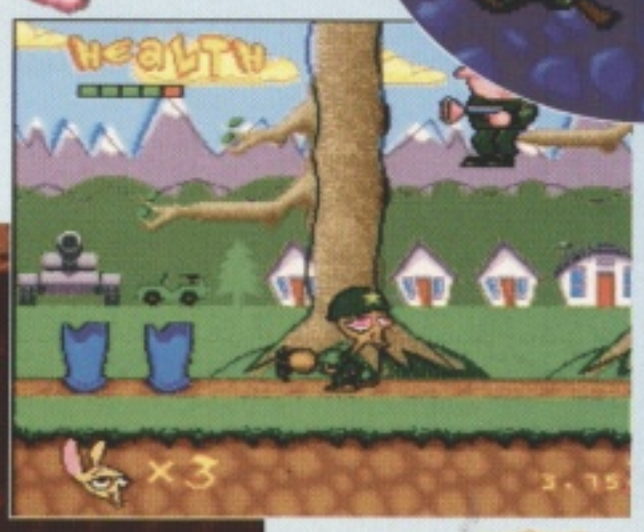
UK Release

Game: The Ren & Stimpy Show: 'Veediots'
Publisher: THQ
Developer: Gray Matter
Price: £44.99
Release: Early November
Players: 1
Cart ROM: 8 Mbit

Incidentally, Ren is the cat that looks like a dog, and Stimpy is the chihuahua that looks like a mouse. And they're the best of friends, apparently.

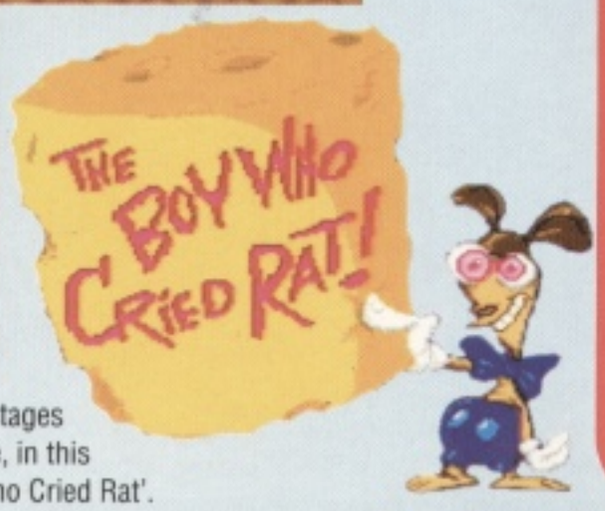
The boys hold level one's trophy aloft. It's a log with a wig on it and a red ribbon.

Here we've captured forever one of the many comic moments that fill the game. Hurrah for nudity, that's what we say.



Stimpy has a narrow escape as a pursuing baddy is crushed by the picture above.

The fine mouth level concludes in fine style when you reach the tongue, which has a dog sitting on it, for some reason.



Each of the four stages has an amusing title, in this case 'The Boy Who Cried Rat'.

GOOD, BAD OR UGLY?

First there was *Home Alone*, where you walked from left to right jumping over furniture. Then came *Home Alone 2*, where you walked from left to right jumping over furniture. Next was *Family Dog* where you walked from left to right jumping over furniture. And now we have *The Ren & Stimpy Show* which, innovatively, has you walking from left to right jumping over furniture.

Actually, this is quite a bit better than the *Home Alone* games. And, to be fair, there is a bit more to it than simply jumping over furniture. But THQ showed they were made of the right stuff with *Taz-mania*, and it seems an awful shame to be going back to this sort of thing now.

Right, with that said, there's lots of things I like about *Ren & Stimpy*. The graphics are good, and a perfect rendition of the cartoon's sloppily-drawn, psychedelic style. (At least, I haven't actually seen the cartoon – as usual – but I'm sure I'd be saying the same thing if I had.) The first boss, in particular, looks terrific.

There are plenty of original ideas in it, too, once you've made it past the furniture. To wit: when you're running along through the big mouth, and his teeth are dropping out on you, and his mouth slams shut if you touch a raw nerve. And it's far from easy (rectifying a common complaint with THQ's previous furniture-jumping games). The mouth bit is again a classic example – real skill is needed to make it back out once you've nobbled Stimpy and the giant mouth is closing.

Humour? (It *is* based on a cartoon, after all.) Er, not really. At least, I never actually laughed as such. But I suppose there are one or two gently amusing ideas in it.

But is this really a sensible way to spend £45? Of course not. When it comes down to it, all you're actually doing is running from left to right, or occasionally from right to left, and jumping over things. And, after doing this for about half an hour, you'll have finished the game.

● Jonathan Davies

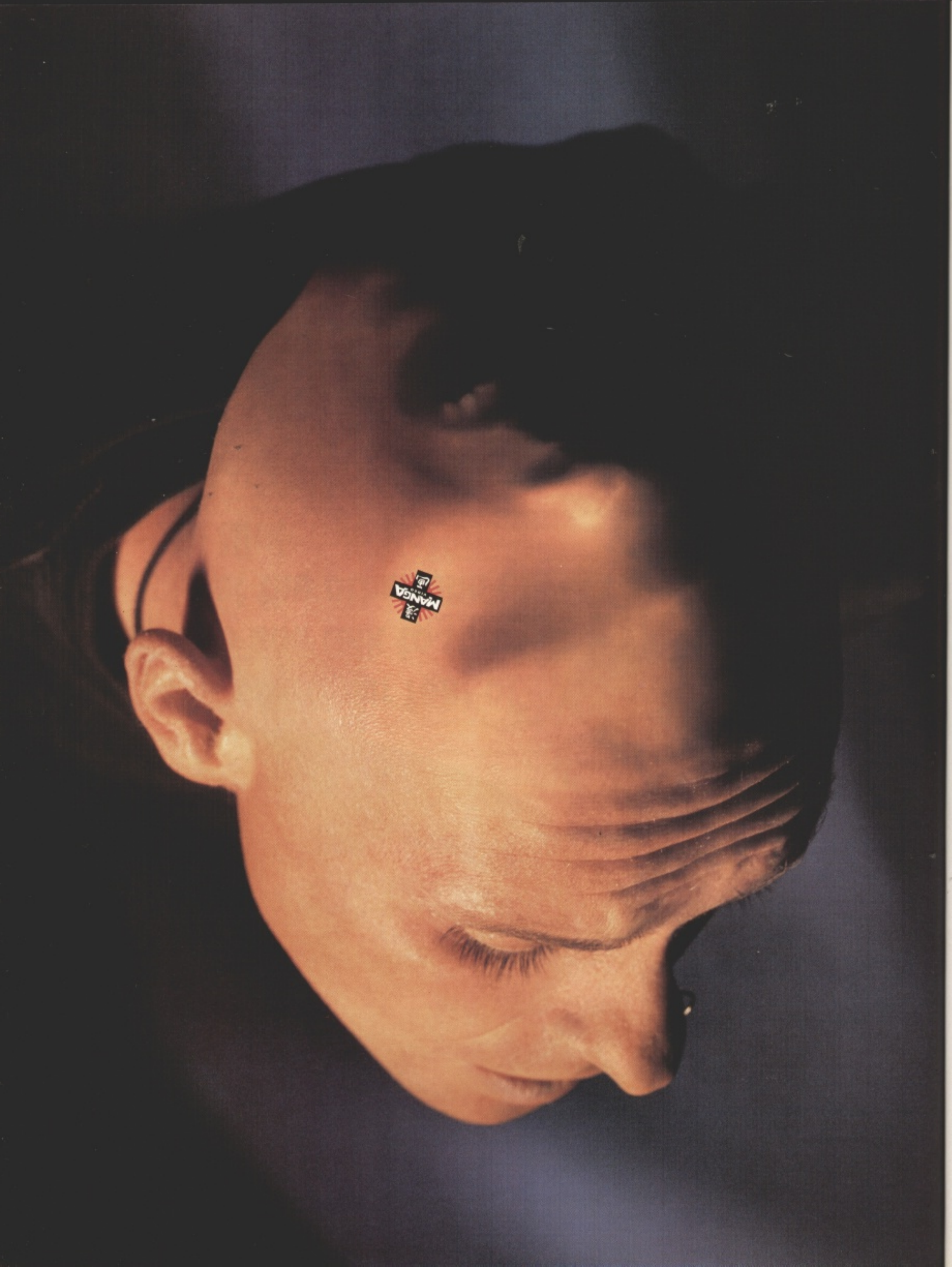
GRAPHICS	SOUND	GAMEPLAY
76%	65%	45%
GAMELIFE	OVERALL SCORE:	
34%		47%

VERDICT: Quite interesting to look at for a little while, but deeply sub-incredible to play.

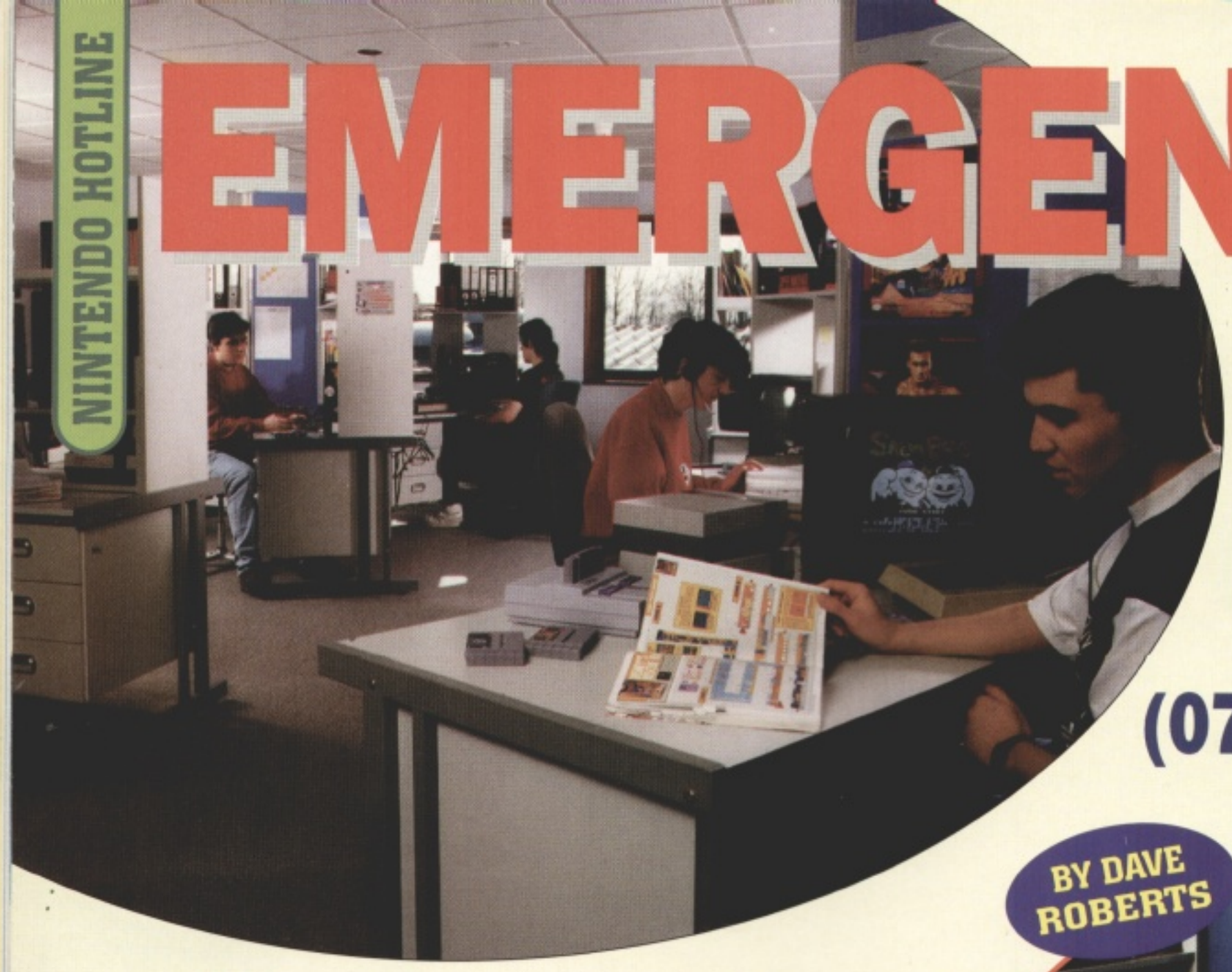
Manga Video. Mind expanding.

The constantly expanding range of Manga titles is available from the best comic, video and game stores, including Virgin, HMV, WH Smith, Our Price, Virgin Games Centres, John Menzies, Game Ltd, Future Zone, Woolworth, and Forbidden Planet.

AN ISLAND INTERNATIONAL COMPANY ISLAND



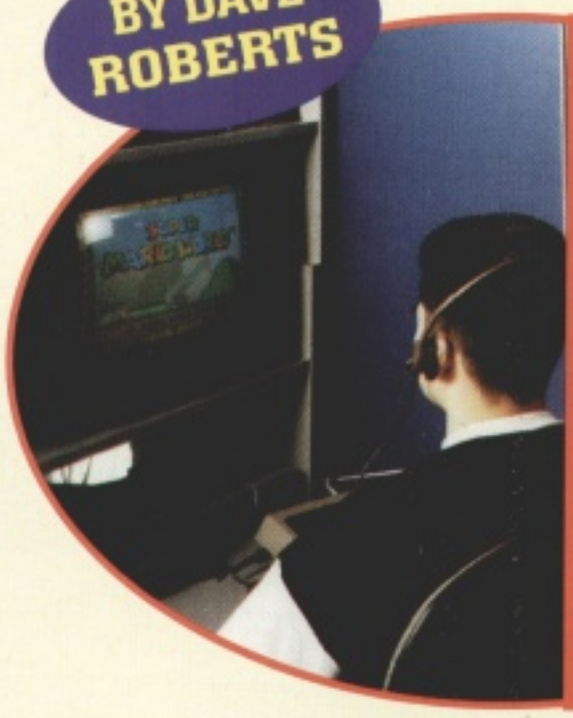
EMERGENCY!



Dial... ERM, (0703) 652222!

We overcome our fear of phones and talk to the people at the other end of the Nintendo Hotline

BY DAVE ROBERTS



> It's amazing how much information the counsellors remember without having to look anything up. Some just seem to know things... as if by magic.

Stuck on *Starwing*? Muddled by *Mario*? Foxed by *Final Fight*? Who you gonna call? Well don't call Ghostbusters: 1) Their area of expertise was primarily related to the disposal of poltergeists and ectoplasm, and 2) They're fictional characters – they don't actually exist. No. Your best bet in times of gaming crisis is the Nintendo Hotline, Britain's own SNES Samaritans.

Based on an absolutely mammoth organisation in the States, the UK's Nintendo Hotline started in 1991, and had five 'counsellors' answering around 5,000 calls a day between them.

America's equivalent is staffed by a staggering 350 counsellors, and they've answered over 30 million calls since the service started in 1986. As you'd expect with anything American, some of the questions the Hotliners have to field can't be answered with just a simple cheat code. One caller actually tried to use the service for marriage guidance, explaining that: 'If I don't stop playing *The Legend Of Zelda*, my wife's going to leave me.' The eminently sensible advice from the stunned counsellor was: 'Just stop playing the damn game, then.'

However, in the UK, things haven't grown quite so big *or* got so weird – not yet anyway. But the operation, under the able guidance of Jane Shipperley, is growing steadily, and looks set to become big news.

Q How many so-called Nintendo counsellors do you employ now?

A We've got 10 full-time Hotliners now, and between them they take around 20,000 calls every single day.

Q Which Super Nintendo games are most commonly asked about?

A *Zelda* and the *Super Mario* games, lots of RPGs and puzzle games, and, more recently, *Street Fighter II Turbo*, *Starwing* and *Mario All Stars*. Once a game appears in the magazines, we start to get asked questions about it.

Q What are the three most common questions you're asked?

A That's pretty cut-and-dried. The top three questions are: **1)** Where's the Black Hole in *Starwing*? **2)** Where's the blacksmith's partner in *Zelda: A Link To The Past*? and **3)** Where's the 96th level in *Super Mario World*?

Q What sort of support material do the Hotliners have to cover any question on any game? How, in other words, do they get their expertise and gaming knowledge?

A Every single game, when it's first received as a prototype ROM, is fully mapped out by the counsellors – all the tips, tricks and cheats are tested and recorded at that stage. These gameplay manuals are then all kept in the office and are used as constant reference. Also, it's amazing how much information the counsellors actually remember without having to look anything up. Some just seem to 'know' things, as if by magic!

Q Are they ever completely stumped?

A No, never!The nearest they come to being flummoxed is when they have to look up a tricky code or work out a particularly knotty problem. But stumped? Never!

Q Do people ever phone up for anything other than tips?

A Sure, they ask for details of local stockists, prices, release dates, questions about what they've read in magazines, all sorts of things. Parents also phone us for recommendations for their children's presents.

And this is where it's at. You're looking at a hive of gaming knowledge. A veritable think-tank of Nintendo know-how. In fact it's a load of geezers who happen to be a bit braing about your favourite games. And if you look closely you can see a copy of *Super Play* – in the corner, on that desk. See it? No, well it's sort of hidden behind a pile of various objects. Er...

Q Do you give tips on games from third party publishers, other than Nintendo?

A Yes, we have very good support from third parties. They'll happily supply us with the information we need. Obviously they realise that we're just trying to provide a helpful service, and it's better that people are talking about their games than someone else's.

Q Do people ever phone up with questions about Sega games?

A Yes. It's rather unbelievable but they do. More often than you'd expect, too. Which is utterly baffling.

Q What's the strangest request you've ever had?

A Well, questions about Sega games have to be pretty weird. It seems strange to me, anyway. Do they really think we'll be able to solve *Sonic* or something for them?

Q Do you have a time limit on calls?

A We do, yes. But the average call time is under a minute. Obviously, it's best to deal with all the enquiries as quickly as we can, in order to keep people's phone-bills down and to reduce the waiting time for people who might be trying to get through to us.

Q How do you get to be a Hotliner?

A We only advertise for our staff in the local papers, and every time we do we're inundated with applications from excellent games players. It's then just a process of selecting those who are best at communicating the required information across on the telephone.

Q Is the job really as much fun as it sounds?

A I can only tell you that we have very few staff changes. The guys do seem to enjoy the job immensely. Of course, they do get to play all the games before anyone else gets their hands on them, and they get ALL the best hints and tips, which of course they need for their work.

Q Do any of the Hotliners specialise in any type of game?

A No – they like to play them all. They're very fussy though, because I think they're a bit spoilt by having access to every single game. Obviously, everyone has favourites, but that's the same for any group of games players. We like to think that our staff know as much as it's humanly possible to know about every game, as well as every variety of game.

Q What's the age range of your callers?

A From 3 to 90 years old. The average is somewhere in the teens, as you'd expect. But, of course, there are so many Nintendo players that we get a really diverse crowd phoning us for help.

> 'Our Hotline customers are a cross-section of the games playing public.'

Q And the people who call, are they all male?

A Not exclusively, but the majority definitely are. Our Hotline customers are pretty much a cross-section of the gameplaying public. Old and young, male and female; we talk to them all. And we send them away with all the information they need.

But aren't we missing something?

Of course, there is one nagging doubt underpinning the whole Hotline operation – couldn't it be described as, well, cheating? Nintendo games are supposed to be challenging, tough and character-building. You're supposed to use your own skill, cunning, perseverance or whatever to defeat them. It's meant to be you and the game, alone in a room, locked in combat to the death (sort of thing).

So phoning someone with the answers all laid out before them seems rather to defeat the games' very purpose. Like filling in the crossword with the answers written next to the clues – okay, you'll get it done a lot quicker, but aren't you missing the point a little bit?

Well, the Hotliners, of course, don't see it as cheating at all. The way they view it is like this – they offer a service – and after all, you don't *have* to call. You make the decision to pick up the phone and ask them the questions.

And another thing. In this very magazine (gasp!) there are Super Player's Guides to games that make the challenge of the games slightly less, er, challenging. Aren't we talking about much the same cheaty things?

So, if you find yourself wandering cluelessly about the Valley of Bowser for the fourteenth time in a row, and you feel that you're well on the way to losing your temper, simply wrestle with your conscience for, oooh, about a third of a second, and decide to phone the Nintendo Hotline for a little inspiration. And afterwards, don't feel too bad. At least you'll know that 19,999 other people will do exactly the same thing today.

Those top three questions in *FULL*

1. Where is the blacksmith's brother in *Zelda: A Link To The Past*?

Look for the missing one in the Dark World. And bring him back, of course!

2. Where's the 96th level in *Super Mario World*?

You can do the levels in any order you like, and there isn't a 96th level. It's a bit of a myth.

3. Where's the Black Hole in *Starwing*?

To find the Black Hole, you must first get as far as the Asteroid Belt on level one. There you'll find five asteroids in a row, with an orange one in the centre. You must crash through the centre of the orange asteroid, or you can shoot it at the very last second. If you do this with all of the three rows, you'll see a little asteroid with a face appear. All you need to do now is fly into it, and you'll then find yourself in the Black Hole. It's as easy as that!

Getting Technical With Nintendo

This Hotline business is all very well for those who are slogging through the latest games and need a bit of advice, encouragement or maybe just a friendly shoulder to cry on (*Get on with it – Ed.*). But what about those hardware-orientated questions which crop up in every users mind from time to time. Can they answer those?

The answer is no. They don't actually need to answer technical questions, because Nintendo has a Technical Services Department. The number is (0329) 243300, and in standard office hours, there will be someone who can answer your questions regarding PAL, SCART, NTSC, power supplies, edge connectors, ports and so on.

In fact, one of the things the Department is asked about the most is adaptors and power. So to save you ringing them with the same queries and forcing them to give the same answers loads of times a day, here's what Nintendo say about adaptors.

'Contrary to popular opinion, adaptors, convertors and other unlicensed Nintendo "accessories" can damage your favourite games machine.

'For the budding Super Nintendo "Mr Fixit", Nintendo Consumer Services have a word of caution. There is no safe way to troubleshoot adaptor damage, as you actually risk causing more problems.

'When an adaptor is used or mishandled, both the games and SNES, are at risk. An internal fuse can blow, and the power will cut off to prevent further damage.

'However, if you try to fix it yourself, you can seriously damage the health of your Super Nintendo system. If the fuse is not replaced professionally (using a 1.5 fast-blow 20mm fuse), it could result in a short in the circuit board, which will ignite and give off acrid fumes. The casing of your SNES might melt and, if touched by a young child, could cause severe burns from molten plastic.

'Therefore, stay away from the potential danger and leave repairing adaptor damage to the professionals.'

OUT TO LUNCH

Pierre le Chef is our man. He's the tiny, comical fellow whose sanity is being questioned by the title, but will his quest for nosh lead him into trouble? Of course. Dumb question... Wish we'd never asked it now.

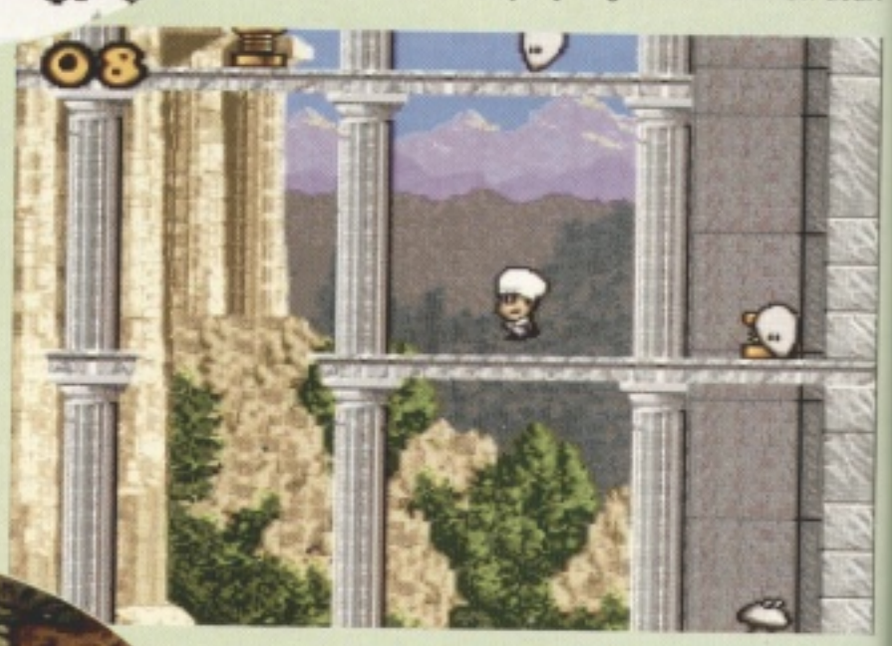
UK Release

Game: Out To Lunch
Publisher: Mindscape
Developer: In-house
Price: £49.99
Release: Out now
Players: 1 or 2
Cart ROM: 8 Mbit

Now here we've stuck a load of pics together to give you an idea of one of the levels. See? It's not that easy, is it? And this is one of the early ones, so if you imagine how hard they must get, you'll, er, be aware of the difficulty.

Don't be fooled by the cuteness of these little food-related characters. They're desperate not to be eaten, and will, er, run away if you go after them. Oh dear.

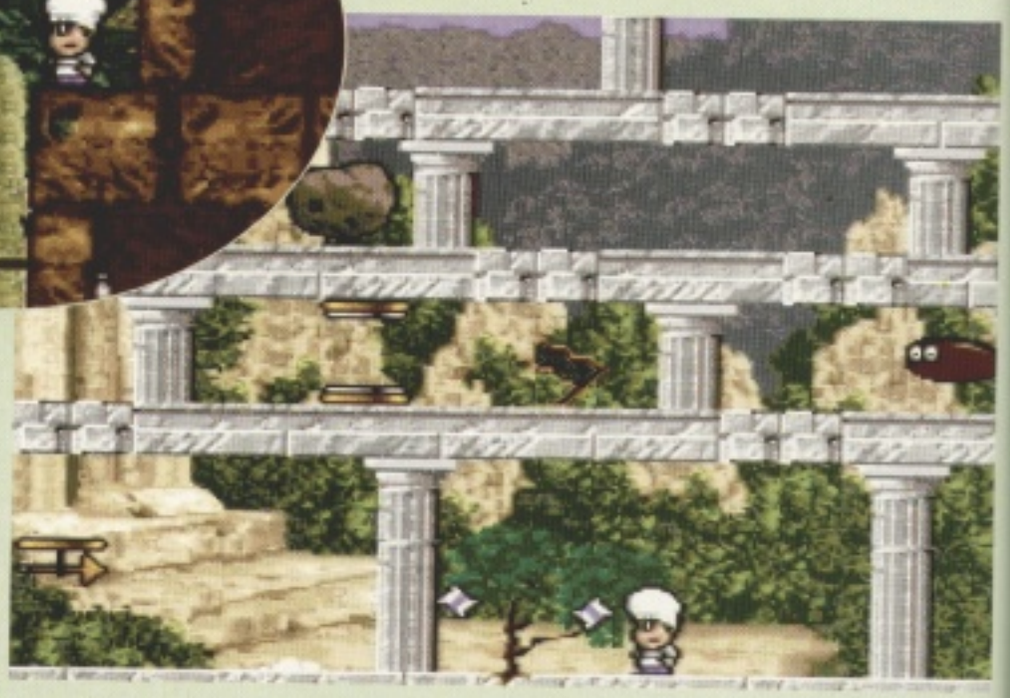
See what happens when you throw flour at a potato? You stun it into submission. How cruel and inhuman.

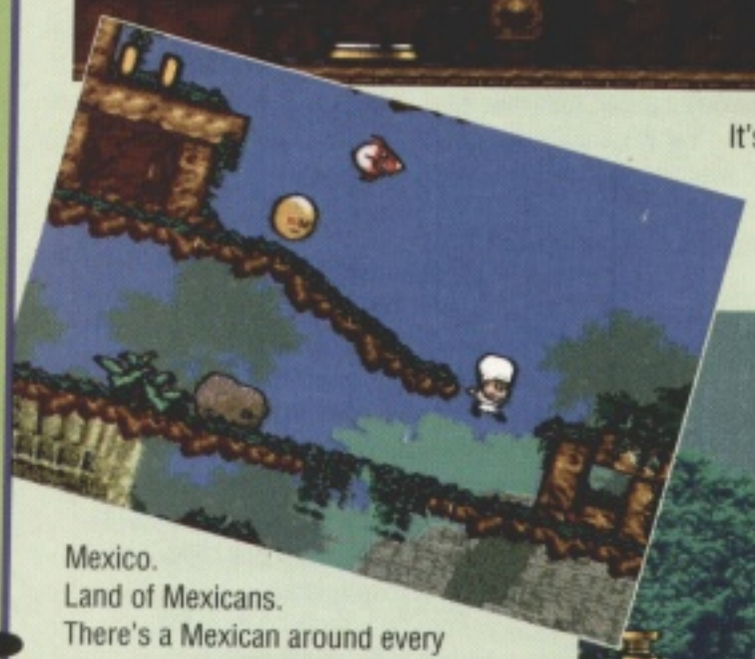


Below: That hideous blob is a sort of salmonella bug. It chases you around and can *swallow you whole!* How repulsive.

Ancient Greece. Hey, d'you think that's a cooking joke? You know, like ancient grease? Or perhaps not. Still, it would have made such an amusing gag-ette, eh?

It's dark and evil. Slime coats the walls. Germs are everywhere. Totally unlike the Clos de Roy restaurant in Bath, really.

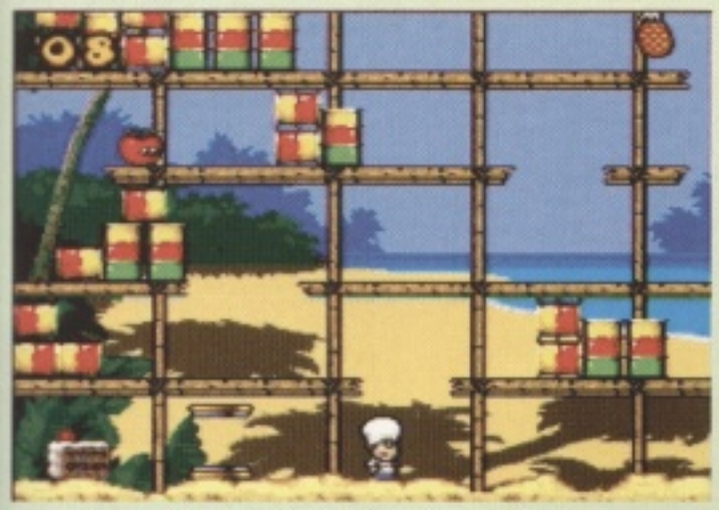




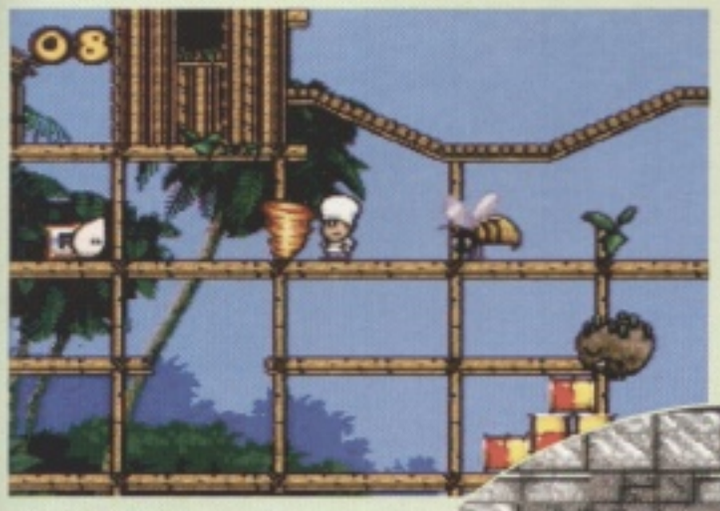
Mexico.
Land of Mexicans.
There's a Mexican around every corner, and sometimes they're asleep.

Left: China. Land of surprise. There's a friendly face around every corner and the accommodation's superb.

Above: Greece. Land of predictability. There's a friendly corner around every face and the water's a bit dodgy, too.



West Indies. A mystical land of scaffolding and gaily-painted oil drums. They're great cricketers as well. (Boo).



It's that blasted wasp. The little git ruins your day time and time again. He can get out of the way of your flour, see.

Below: Even in tropical island paradises like, er, here, you'll find cruelly imprisoned pineapples, begging for freedom.

BONUS SCREENS

There are loads of these, and they're a bit of a laugh. In fact, you're probably laughing now.

Above: Plate-spinning in China. Now that *is* funny, you must agree. It's just so, so, oh you can't really define it, can you?

Right: Bell ringing? Now ooh, stop – it's enough to make you cry, isn't it?

The fruit machine is a real laugh, for instance. Align the fruit in similar patterns. Ho ho ho.

Left: You must have got the picture by now. He's after that tomato. What a waste of a caption this is. Sorry.

Left: Mindscape try to make it clear which country you're in. Austria, here, probably.

That door thing is a portal. Pierre leaves through it, you see.

GOOD, BAD OR UGLY?

U2 once sang 'All is quiet on New Year's Day'. They probably weren't talking about *Out To Lunch*, which is fairly packed with excitement, mushrooms, platforms, tomatoes, fun and flour. And it isn't set on New Year's Day.

There's an impressive number of levels in here. Each proper level (not sub-level) is set in a different country, which is reflected cornily in the backgrounds. For example, Switzerland, not surprisingly, has little Pierre sliding down mountains, avoiding yodellers.

The gameplay is a bit two-pronged. Firstly, our resilient chef-ette has got the hassle of collecting the nasty and wayward ingredients in his net. His attack is to hurt, harm and stun them by chucking flour at them. Sounds like Cookie on the Spectrum, eh, you old-people? Anyway, once the nutritious raw materials are stunned, Pierre dashes up and swipes the net at them.

When he's got a fair few veggies (there's no meat in this game, stalk-munchers!), he must scurry back to a cage to imprison them. When he's done all this enough times, Pierre will have beaten that level and can, er, do it all over again. Quelle dommage! (As he would no doubt say.)

This collecting business is easy enough until the concentration starts to wane. Then the screaming starts. It gets amazingly difficult to grab those bleeding carrots or snaffle a damned onion, without making a tiny slip and being killed by the pursuing salmonella or botulism, or whatever.

And all this is before there's trouble with transporters, bad mushrooms or le Chef Noir. If Pierre takes too long collecting his grub, the evil chef will release all the vegetables you've already bunged into the cage.

It's an annoying game. I *mean* annoying. If you avoid all the baddies, you die falling off a stupid platform. If you do the platforms right, the blasted Chef Noir lets all the veg out. Arggh! Kill him! Kill him! He must pay!

Still, let's be fair. It's a good game. It looks the part and there's plenty of cuteness wandering around. The healthy size I've already mentioned; and there are fruit-machine sub-levels occasionally to break up the veg-catching. Yeah. This is pretty good. It lacks the edge to be a truly incredible experience, but is nonetheless as enjoyable as a trip to the park or maybe a go on the dodgems. Bear it in mind.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
85%	81%	79%
GAMELIFE	OVERALL SCORE:	
86%		84%

VERDICT: It's fun, it's big and there are lots of ways of approaching it. *Out To Lunch* is a competent game and contains enough clever animation and characterisation to make it rise above the rest of the crowd, take a bow and regain its seat gracefully.

SUPER MARIO COLLECTION

PART ONE: Super Mario Bros 1

SUPER PLAYER'S GUIDE

NINTENDO (JAP)

US/UK TITLE: SUPER MARIO ALL STARS

By Zy Nicholson

Left: Give Mario and his friends a hearty wave before tackling this fab game.
Top: Erm... Well, um... It's the pack shot...

Without a doubt, *The Super Mario Collection* (or *Super Mario All Stars* as it'll be known in the UK) is one of the two biggest releases of the year – we gave it 96% last month, the same mark as *SFII Turbo*. It's a huge game, encompassing the four *Mario* games that were previously only available on the NES, so putting together a complete guide is no short order. What we'll do is cover *Super Mario Bros 1* this month, *Super Mario Bros 2 (The Lost Levels)* and *Super Mario Bros 3* next month, and *Super Mario USA* the month after.

General Tips

This stuff applies to both *Super Mario Bros 1* and *Super Mario Bros 2 (The Lost Levels)*, as they're both very similar games (the latter being a toughened up version of the former).

CONTROLLING MARIO

The first thing you'll notice about Mario is that he's somewhat vertically challenged at the start of the game. This condition needn't prevail, however, as he can find objects which alter his condition and affect his abilities. Let's run through some of the finer points:

1 The Head-Butt: This is great for 'bumping off' an enemy standing above him. It can also deflect a power-up as it slides overhead.

The Jump: Use the joypad to hook left or right in mid-air – dead handy for reaching bricks and power-ups directly above. Running jumps can seem very unpredictable at first, but it's vital that you master them if you hope to see the end of the game. If you find a block that's almost, but not quite, within reach of your jump, try a short running jump and push into the block – Mario will 'climb' up on top of it. Usually. In a tight space, you can sometimes use a short running jump to bounce off a wall or block, giving you extra height to reach otherwise inaccessible areas.

2 The Squat: Pressing DOWN makes Super Mario crouch down – useful for ducking Bullet Bills, Fire Bars and Bowser's fireballs. By pressing DOWN and JUMP, followed by LEFT or RIGHT, Super Mario can do a Squat Jump, allowing him to squeeze into tight spaces. He can also slide through narrow passages with his Squat

Run: Build up to full dashing speed and press DOWN at the last second, letting momentum carry you through the gap.

3 The Stomp: Mario's main attack. Execute a series of stomps without touching the ground and you'll find the points clocking up.

4 The Shell Kick: Stomp a Buzzy Beetle or a Koopa, and it'll retreat into its shell. Stomp or kick the shell and it'll slide away, hitting everything in its path. A good point-scoring tactic is to dash after it, keeping it on-screen: you can take out hordes of enemies with one shell, and may even rack up an extra life. Be prepared for it to ricochet back at you, though.

Remember – it's Nintendo's policy that you never get 'stuck' on any screen. If you think you've reached a dead end, then you've missed something.

The Turtle Tribes

An overview of Bowser's army.

PIRANHA PLANT

1 Don't stomp on it! Only fireballs are effective against the Piranha Plant, but it will stay hidden while you stand on its pipe. Note that you can even zip down an inhabited pipe.

LITTLE GOOMBA

2 These are easily squashed and fried shell-fodder. They come in a range of colours too.

KOOPA TROOPA

2 Red Koopas patrol a set route, but Green Koopas are less predictable. When stomped, they retreat into their shells – but only for a while.

KOOPA PARATROOPA

2 A stomp will knock its wings off, demoting it to a Troopa. You can use a Paratroopa as a stepping stone to higher platforms.

BUZZY BEETLE

3 Tough little critters, these, they're immune to fireballs. Shell them or avoid altogether.

BULLET BILL

2 Immune to fireballs and shells. Dodge, duck or stomp. Note that a cannon won't fire at you if you stand right next to it.

BLOOPER

4 Homes in on you, in an erratic manner you'd expect of a moist pink squidgy sea-creature. Fireballs are your only hope against it.

THE HAMMER BROTHERS

3 They can jump from platform to platform, which makes them difficult to stomp. If you haven't got fireballs, then you can get close by moving under the arc of their hammers. A better tactic is to avoid the barrage of weapons until you can head-butt the block they're standing on.

CHEEP-CHEEP

4 Following a deeply traumatic personal experience, the Cheep-Cheep doesn't know if it is a bird or a fish. This sensitive psychological state makes it vulnerable to attack, though only fireballs work underwater.

LAKITU

5 Zips about on his own personal cloud, raining Spiny's Eggs on you. Tricky to reach, but climb up and stomp or fireball him quickly.

SPINY'S EGGS

5 These will hurt you if you touch them at all. Avoid them, or use shells or fireballs.

PODOBOOS

These jumping flame creatures can't actually be harmed, so treat them as obstacles like the fire-bars. They have a habit of leaping up again just when you think they've disappeared, so jump over them on their way down.

BOWSER

6 The first seven times you appear to bump into Bowser, you'll find that it's really one of his little creatures masquerading as the Great Horned One. This doesn't make any difference, though. You'll know when Bowser is near by his fiery breath, which isn't too hard to dodge. If you are Fire Mario you can finish him off with a few fireballs. If not, you'll have to get past Bowser to the axe: reach this and the bridge will collapse, plunging the Koopa King into the flames. As ordinary Mario, you'll need to do some nifty running-underneath Bowser as he jumps. With Super Mario, you can try running or jumping over him (sometimes using the platforms will help), but if you get hit, use your temporary invulnerability to plough on through to the axe.

Treasures

MAGIC MUSHROOM

Turns Mario into Super Mario.

FIRE FLOWER

1 Pick this and Super Mario can throw fireballs (with the Dash key). It also changes his overalls, which must be pretty welcome after a run-in with Bowser.

STARMAN

The Starman lends you his powers of invulnerability for a short time. Any creature you touch will be zapped.

COINS

Collect 100 coins and you get an extra life. Blimey, the price of lives now. In my day that would have bought you 10 extra lives, 15 power-ups and a coach tour of the Grampians at the very least.

1-UP MUSHROOM

This is the easier way to get an extra life. There had to be one.

BLUE MUSHROOM

2 A poisonous mushroom retainer that's under the spell of Bowser.

COIN BOX

Keep bopping this box for coins until it turns into a block – up to 15 can be grabbed in the time available.

PIPES

3 Some of the pipes lead to bonus rooms or different stages of the level. Squat down on top of them to find out.

BEANSTALK

4 Shin up this to get to Coin Heaven – a place in the clouds where you can fill your pockets with cash.

SPRINGBOARD

To use the springboards properly you must press jump when the spring is fully extended. If you find it difficult to judge, keep pressing jump rapidly. The red springboard propels you to the top of the screen; the green one launches you off-screen and into space, where you can fly for miles untroubled by earthly obstacles. Uninterrupted, you'll land just short of centre-screen.

FLAG-POLE

5 To end each level, Mario slides down a flag-pole. If you finish with a running jump and hit the top you'll score the maximum 5,000 points.

NB. Mushrooms and Starmen always move right once they appear. And only one power-up can appear on screen at any time.

SUPER MARIO BROS 1

Here's where we start getting specific about the first component of the *Collection*. It's not the toughest game ever, nor the longest, but there are still plenty of secrety bits to be found.

WORLD 1

LEVEL 1

You'll find a 1-up mushroom in an invisible block just before the first pipe. Forget that pipe to the bonus room: this level has enough power-ups to turn you into Fire Mario, and there's a Starman thrown in to make things even easier.

LEVEL 2

The infamous 'Minus World' has been removed, indicating that it was indeed a programming error in the original game. There's a mushroom in the brick to the left of the first lifts, but you'll need to hook round from the right to collect it. The first pipe you encounter on this level leads to a bonus room.

At the very end of the level, ride the lift to the top of the screen and jump up *onto* the ceiling. Keep walking right and you'll drop down into a Warp Zone! Choose a pipe and you'll be taken straight to World 2,3 or 4.

LEVEL 3

2 One obvious power-up and hundreds (well, lots) of coins to grab here, and the Koopas are predictable. Jump from platform to platform when they're at their closest. You can also access a beanstalk...

LEVEL 4

The first '?' is a power-up, but you'll have to jump onto it to wait for a safe moment. The next three fire-bars can be zipped through, but the last rotates in a different direction. There are six invisible coin blocks hidden above the large pit, and about here you'll see the shooting flames that reveal Bowser's proximity. Once you're on the bridge, use one of the methods outlined above to get past him to the axe.

1 But – oh no! – Princess Daisy is in another castle! The Mushroom People seem grateful, though.

Bonus Rooms

1 No hidden extras here. Just take the money and run.

2 Normal Mario does best here – grab all the coins then punch the block above the pipe for a power-up.

3 First, hammer the coin box above the pipe. To get to those coins you will have to leap *onto* the wall at the left edge of the screen, and then jump down. Falling down doesn't work.

4 Dash for these. The brick just before the pipe is a coin box.

5 For Super Mario only – knock away the bricks like this, to reach the fire flower.

THE MUSHROOM KINGDOM

We haven't mentioned absolutely every coin and hidden goody here – that would be tedious in the extreme – or said exactly where to find each one. But remember to sit on every pipe, and make sure you leave no block unbopped.

WORLD 2

LEVEL 1

1 This beanstalk leads to Coin Heaven, and the first block you see upon returning will be a coin box. This does take you past a power-up, however – it's reached by an invisible block guarded by two Koopas. If you can't handle the springboard at the end of the level, then there's an invisible coin block right next to it to help you up. Though if you really need to use it, you should think hard about finding another pastime. Solitaire, perhaps.

LEVEL 2

2 Blubble blubble – time to sink below the waves. There are no power-ups here, just coins to collect. As with all underwater levels, neither the Cheep-Cheeps nor Bloopers will bother you if you walk along the sea floor (unless you are Super Mario, of course, in which case you'll occasionally have to duck). However, the frequent bottomless areas cause strong undercurrents that will try to suck you in.

LEVEL 3

Pointy birds! Don't try legging it straight through. The best technique here is to take it a bit at a time – dash along until the Cheep-Cheeps shoot up, then stop and watch where they fall, adjusting your position accordingly. Then dash on again. This level has only one power-up, in the obvious '?' block.

LEVEL 4

3 Leaping lumps of living lava! (*Calm down! – Ed.*) This level sees the introduction of Podoboos and lifts, but is otherwise similar to World 1, Level 4. The '?' power-up i very easy to get, and will make sure you dispose of Bowser without any undue stress. You'll have to jump for it (and hook left) mind .

WORLD 3

LEVEL 1

1 Under cover of night, Mario makes his way to the third castle. There's a power-up on the first screen, and another in the bonus room (accessed by the second pipe). To the right of the bridge, explore for a 1-Up mushroom – though, as with all 1-Ups, you can only discover it once and then it's gone, whether you collect it or not.The first block after the bridge contains a Starman – only Super Mario can reach it

WORLD 4

LEVEL 1

It's actually possible to run and jump straight through for most of this level, leaving the Spiny Eggs behind you. If you want to explore, however, you'll have to climb up high and knock Lakitu from his cloud using those first two '?' blocks. The second tall pipe leads to a bonus room.

LEVEL 2

1 Get the power-up above the coins. Then, before the blue Goombas appear, bash yourself some stomping space in the ceiling. These hidden blocks will lead you to a beanstalk. Via this, you'll reach a very strange coin bonus level. Carry on up the steps and you'll be able to warp straight to Worlds 6, 7 and 8!

If you forego the beanstalk, you can still jump up to the ceiling and avoid some troublesome Piranha Plants and Buzzy Beetles. As in World 1 Level 2, if you keep on walking past the exit pipe and drop down you'll reach a Warp Zone, this time to World 5.

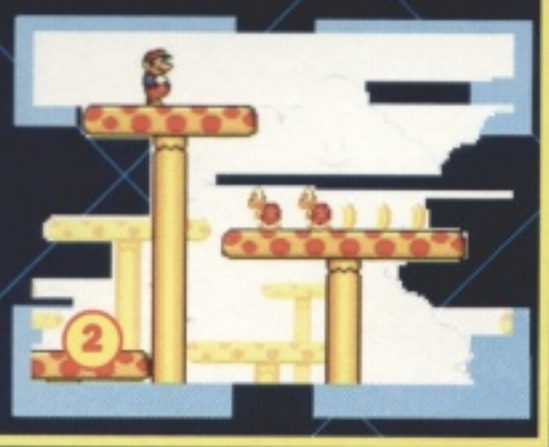
Between pipes, you'll find a Koopa guarding a coinbox and a Beetle guarding a Starman. The trick is to stun them by dropping down and jumping off to one side, so that you don't kick the shell. The pipe after this leads to a coin room, but it takes you past another power-up, in the middle of three ledges by a lift. After this, the first block under a long row of coins contains a power-up: watch for the two Koopas here, as space is tight.

LEVEL 3

2 The Mushroom People have left more coins and a power-up on some tall bright toadstools in the clouds. (Tch! That's the first place a thief would look!) The balance lifts are tricky without practice – you have to anticipate the second lift rising as you jump. Making a balance lift fall away from its rope is worth 1,000 points, high score slaves.

LEVEL 4

3 The first of three dungeon mazes, and the easiest. If you're taking the correct path you'll hear a bell chime at a certain waypoint; if not, you'll hear a buzz and the level will wrap around again. Take the top path by using B to dash across the gaps. Get through to the end and you'll find Bowser waiting for you beyond a fire bar and a Podoboo.



– so you'll be prepared for the Hammer Brothers, who make their first of many appearances. Here it's possible to dash straight underneath them, though. There's another beanstalk to be had in the ledges after the springboard, but don't use the springboard to get into the gap – jump over to the steps, stomp the Goombas and jump back up.

LEVEL 2

This level is flat, open, and good for a spot of shell-kicking – just watch those rebounds. The power-ups are fairly obviously placed.

LEVEL 3

Nothing much here. Only one '?' block with a power-up and a few coins.

LEVEL 4

Another dungeon level, slightly harder than the previous ones. To clear the closely revolving fire bars, land on the block that acts as the pivot for the lower one before jumping on again.

WORLD 6

LEVEL 1

Stomp the Lakitu from the first uppermost '?' block. Now get the power-up from the block below the one you've been standing on. Lakitu appears again later, and there's another high '?' block. You can run through most of this bit, but jumping over the Spinies on the ground risks collision with the falling Eggs.

LEVEL 2

The first pipe takes you to a coin room. Skip it and you'll see a Koopa guarding an invisible block to another coin box – easy to reach with fireballs.

WORLD 5

LEVEL 1

1 To earn an extra life, shell-kick the first Koopa to mow down everything before the first pipe. There's a hidden block with a 1-up mushroom here, and the mid-air pipe leads to a bonus room, but the Bullet Bills start flying at this point. You'll find a Starman in the next ledge, who will help you whizz through to the flagpole.

LEVEL 2

The first Hammer Brother is a nightmare without Fire Mario, so grab the power-up on the right end of the upper ledge, or do a running jump that'll take you over him. Down the next pipe is a watery sub-level: the current is strong, and the lifts force you down, so stay near the surface and paddle madly. You'll surface to find that the Hammer Brothers, usually guarding the ledges, are missing. Punch the right block of the top ledge for a

Starman to help with the Buzzy Beetles.

If you didn't take the pipe, another Hammer Brother can be knocked off his ledge. You'll find a hidden coin block to a beanstalk, too. If Mario's small, there are two low bricks by a gap with coins and a power-up: hook around the second block for the mushroom before it falls. Another power-up is beside a Piranha Plant.

LEVEL 3

Be careful about those Bullet Bills. Normal jumps, not running jumps, will get you from lift to lift when they're at their closest. There's only one obvious power-up.

LEVEL 4

2 This fire bar is sadistic. So forget the power-up. If you jump from the lifts to the top of the ceiling, you can skip more nasty fire-bars.

The pipe to the right of the Buzzy Beetle leads to a water world. The lifts and currents are nastier, but it's quite easy. The next pipe leads to a coin room. Here's another beanstalk, accessed via the secret block beside this pipe.

1

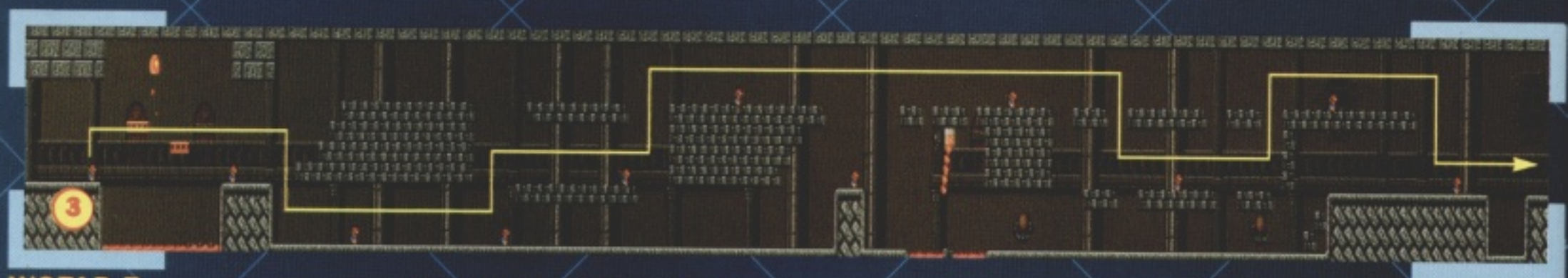
LEVEL 3

More skyscraping toadstools and lifts, but the only enemies are Bullet Bills. Only one appears on the screen at any time, though. To get the power-up, punch the block and jump onto it from the right – you can then step down onto the lift at your leisure.

LEVEL 4

2 The fire-bars need carefully timed jumps. As in World 6 Level 3, punch the '?' block and jump onto it, and wait for a safe time to move. The next few-fire bars are easy if taken one at a time, but keep an eye on the timing for later jumps. If you get hit, use your temporary invulnerability to get to safety.

Bowser has hammers, and is a real git. Stand under the arc of the projectiles and dash under him when he jumps.



WORLD 7

LEVEL 1

1 Standing on top of the cannons won't put you out of reach of the Koopa Paratroopas! Ignore the row of coin blocks – there are Bullets Bills flying from both sides. Instead, knock the Hammer Brothers from their perches and get the mushroom in the top ledge, before taking the next pipe to a bonus room. Use the springboard to release another power-up – if it's a mushroom, it will roll to the steps, where you can wait a bit.

LEVEL 2

2 Some nasty undercurrents make coin collecting hazardous, but if you're feeling less ambitious then you can pretty much waltz to the end. Easy going.

LEVEL 3

Another Cheep-Cheep attack, complicated only slightly by Koopas of all sorts. Again, take it at a moderate pace and you'll have no trouble anticipating when to move. The only power-up is obvious, and you need it.

LEVEL 4

3 Another maze level. Listen for the bells and buzzes to see if you've correctly passed each checkpoint. You'll also find the Hammer Brothers here, so be prepared to dodge hammers: it's preferable to be Fire Mario, so that you can frazzle the beakies. The lifts drop away, so use repeated normal jumps at a walking pace – no running jumps here or you'll overshoot.

WORLD 8

LEVEL 1

There's no midway restart point – you'll have to do the level without a hitch. The time limit seems cruel on your first go, as there's lots to distract you. Kick the shell to mow down everything before the first pipe (be ready to jump clear). Dash across the gaps in the ground using the B button. The lonely Beetle between two pipes is guarding an invisible block with a mushroom – you'll have to work around him to get to it.

Next you'll find a tall pipe with coins above it. It leads to a bonus room.

1 To clear this gap, take a running jump off the edge. Hit jump again the moment you touch down on the small block and you'll make it to the other side.

LEVEL 2

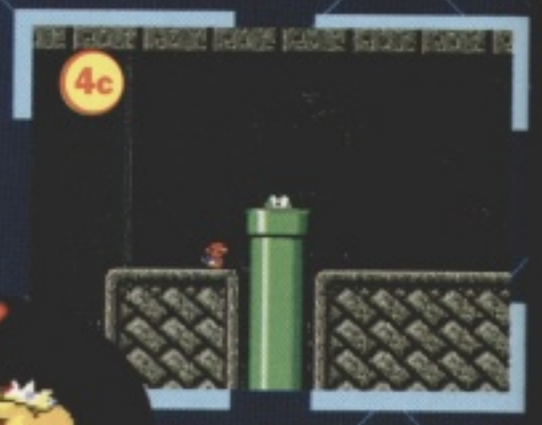
From the staircase, bop the Lakitu: this takes the pressure off, and you'll have time to collect the coins from the blocks below. The springboard launches you into a 1-up mushroom block, but you'll have to negotiate three Koopas and jump onto the next ledge to catch it. The second brick in the next ledge contains a power-up, and it's important if you're not already Super Mario. Use the next ledges to avoid some trouble.

3 To clear the chasm, start running from this block: you'll dash over the gap, remember. Press jump when you reach the edge of the second block and you'll sail through the air to a safe spot on the far side. There's a pipe to a coin room next, but you have to get past Bullet Bills, and the Koopa bouncing down the final steps.

LEVEL 3

From the pipe, check the Hammer Brothers' position: if they're underneath, you can do a running jump to the top ledge and dash through. When they disappear off the screen, jump down one platform to get the penultimate power-up of the game – the second brick from the right. You'll find the final one in a similar set-up further on, but here it's the second brick from the left. Fireball the brothers or bop them from below, but make sure you get it!

2 If you haven't got fireballs by now, things get very intense. There are four Hammer Brothers waiting on open ground, tools flying. Apart from a lucky shot with a Koopa shell, it's almost impossible to stomp them; a running jump risks the hammers; and there's only one pipe from which to jump over one. Dashing under them when they jump is the best method, but expect them to follow. If you die here, go all out for the power-ups when you restart the level.



LEVEL 4

At the very least, you want to start World 8 Level 4 as Super Mario and stay that way.

4 It's another maze level: take these pipes in order. Stay low for the water level, ducking the bloopers and playing safe with the fire bars. When you reach the Hammer Brother, stay behind the pipe and wait for him to walk towards you. A running jump from the pipe will take you over him. Then it's another jump to the real, genuine, bona fide Bowser who, as long as you're Super Mario, shouldn't give you any problems. If you're not, there's a fire-bar and a Podoboo to avoid, as well as the hammers, the fiery breath, Bowser's spikey bits...

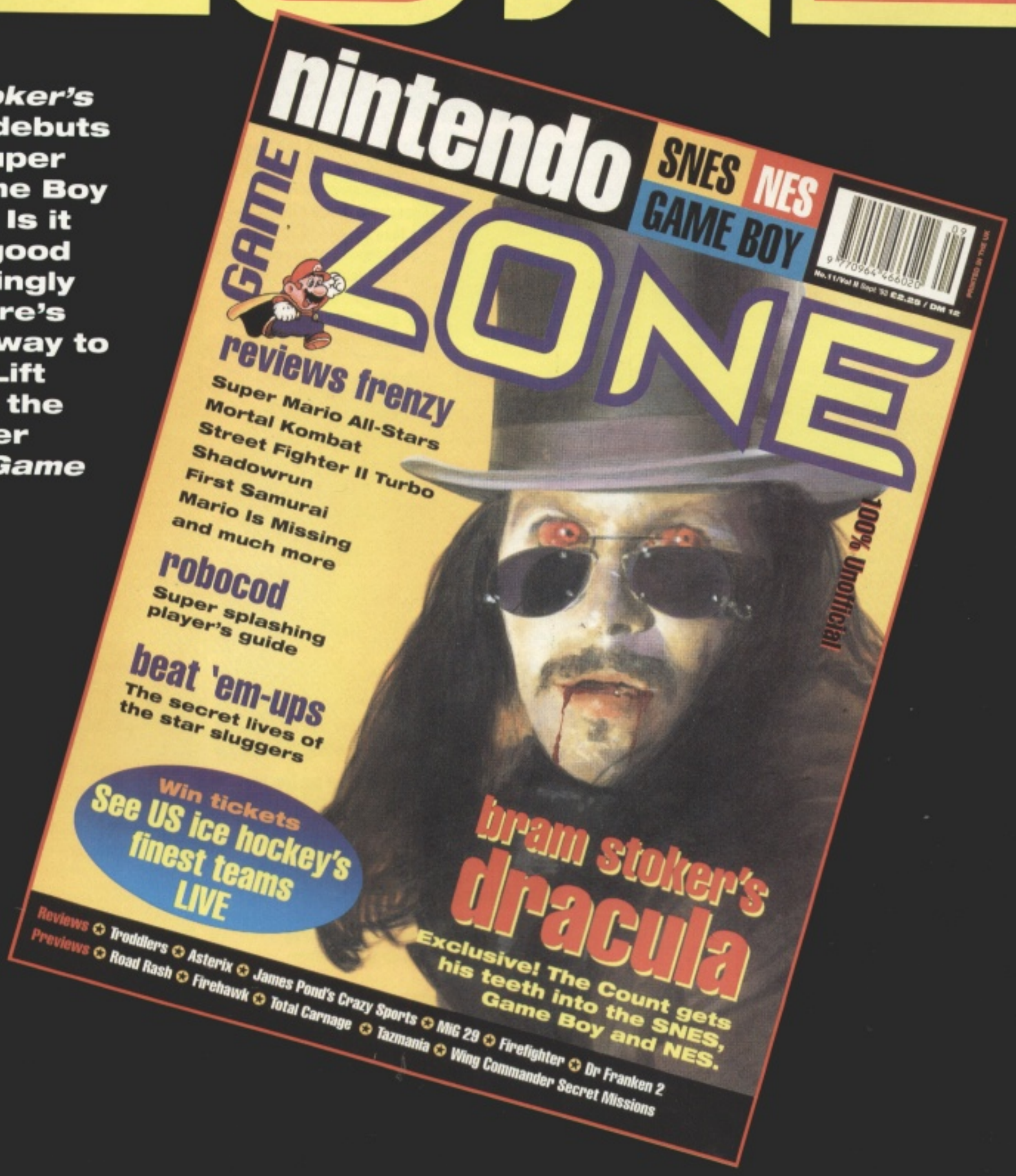
Still, these problems aren't insurmountable. Just follow the same techniques as before and Bowser will fall into the flames of his own lava moat.

Congratulations! You have saved the Mushroom Kingdom, and rescued Princess Daisy!

Oh, don't you just *love* a happy ending?

GAME ZONE

***Bram Stoker's Dracula* debuts on the Super NES, Game Boy and NES. Is it horribly good or terrifyingly bad? There's only one way to find out. Lift the lid on the September issue of *Game Zone*.**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on sale August 11

bloody brilliant?

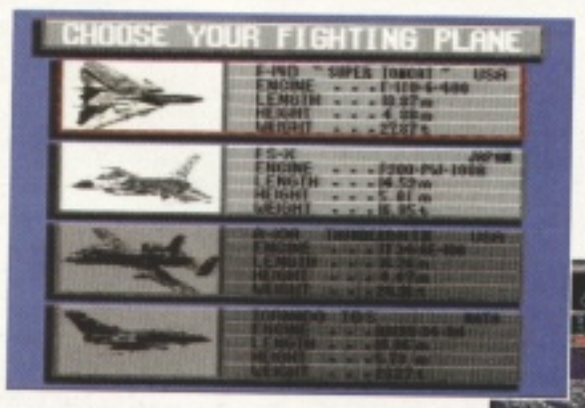
SUPER AIR DIVER

Flying the friendly skies is soon going to be a thing of the past – at least, that's what Sunsoft predict with their latest flying-type thingy.

UK Release

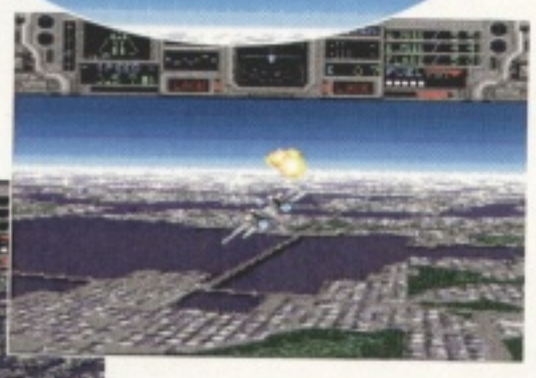
Game: Super Air Diver
Publisher: Sunsoft
Developer: In-house
Price: £TBA
Release: Out now
Players: 1
Cart ROM: 4 Mbit

What we have here is a perfect position to use your 30mm Vulcan cannon, and shoot down the bad guy. Just like they used to do in the good old days, when pilots wore cool leather jackets, talked about 'pranging Harry Hun' and affectionately called each other things like Tadger and Squiffy.



Theses are the four planes you can choose from, although some are more suited to the ground attack missions than dogfighting.

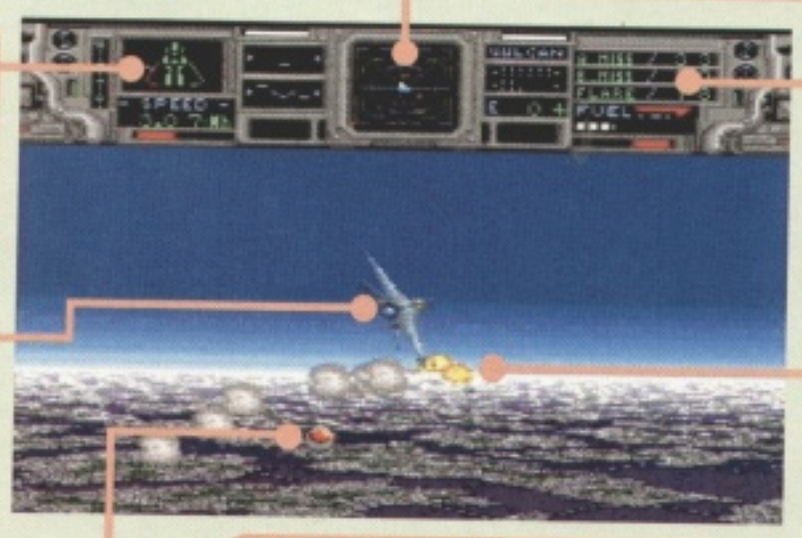
Whoosh! There are two types of missile, but since they do the same thing, that fact's kind of irrelevant. Sorry.



It's the almost useful loop manoeuvre, or, to give it its full title, the 'gratuitously showing off with Mode 7' move.

THOSE KNOBS IN FULL...

Knobs, scanners, buttons and displays everywhere, but what does it all mean?



All attacking planes and incoming missiles show up on this scanner.

Damage shows up in red on this monitor, which is a bit needless, since most hits blast you out of the sky.

In a half-hearted and misguided attempt at realism, you've got a limited supply of weaponry. Hoorah.

This is your plane. It's got low mileage and had only one previous owner, who only used it to go and pick up her pension. Honest!

All this trailing smoke is from one of your missiles, and the fireball is all that's left of an enemy plane. One down, several dozen to go.

Enemy sidewinder off the starboard wing! Now's a good time to panic.

GOOD, BAD OR UGLY?

It's worth pointing out first what *Super Air Diver* is not. For a start, it isn't the 3D dogfight simulation it claims to be, but there again it isn't quite as 'sad' as the name suggests. And it isn't at all bad to look at, with Mode 7 graphics doing what they do best – scrolling off into the distance and looking pretty.

SAD takes the mindless aerial blasting of games such as *G-Loc*, and tries to give it a bit more depth and, for want of a better word, flight simulationyness. Instead of just flying into a steady stream of oncoming fighters and pressing your fire button, you're given a limited supply of missiles and cannon shells, and expected to get the job done. There's also a radar screen, so you can see where the attacks are going to come from, and when they're being naughty enough to fire missiles at you.

Should you come under attack, there are two options. Firstly, you can drop a flare and try to confuse the missile, which isn't always effective, but is worth a go, and, secondly, you can try one of the two special manoeuvres. There's a spiral roll, which looks flash if nothing else, and there's also a loop, which is the sort of thing that's worth showing to your friends if they ask you what Mode 7 is.

I'm mentioning all these mechanics simply because there's little other substance to the game, and, although you can kick in the afterburners, perform a few manoeuvres and choose from three different weapons, the game's a 'fly along and shoot everything else' sort of affair, even when you've got to attack ground targets. Okay, so you get four planes to choose from, and you can change the weapons before you start (just like proper flight sims), but it's just another blasting game, and an uninspired one at that.

● Cam Winstanley

GRAPHICS	SOUND	GAMEPLAY
84%	70%	55%
GAMELIFE	OVERALL SCORE:	51%
44%		

VERDICT: This is the kind of game that would look great in the window display of a computer shop, but it's sadly lacking in the gameplay department. Even the most ardent shoot-'em-up fan would only be interested in *Super Air Diver* for an hour or so.

SUPER BACK TO THE FUTURE PART II

It's your kids, Marty! Something's got to be done about your kids! Though a top film and everything, *Back To The Future II* was low on readily quotable lines. (*I'll buy that for a dollar! – Ed.*)

Japanese Release

Game: Super Back To The Future Part II
Publisher: Toshiba EMI
Developer: Invictus
Price: £50-£60
Release: Out now
Players: 1
Cart ROM: 8 Mbit

We've seen the future. And the future is... lots more horizontally-scrolling platform games, by the looks of it. Still, this one's got a few novel features:
1) The graphics are all nice and pastel-hued and cute.
2) The hero (Michael J Fox) rides around on a really futuristic-looking pink hovering skateboard.
3) OK, two novel features.

Boring bits like this crop up on a regular basis. You zig-zag up the screen for ages.

This boss wants to be squirted with those fountains underneath.

And this one needs whacking with the tellies. Both are absurdly easy.

Michael's become invincible here, which accounts for all those funny squares surrounding him.

MEET MICHAEL!

Here's Michael J Fox.

He can ride around on his skateboard...

...and do dramatic somersaults.

And, well, that's about it, to be honest. Cheers, Michael!

GOOD, BAD OR UGLY?

Far from 'ugly', better than 'bad', but not exactly 'good' – that's what I reckon. But then, *Super Back To The Future Part II* is a very odd game. Why on earth would a Japanese publisher suddenly decide to do a cute, pastel-hued, Japanesified conversion of a film as stubbornly American as *Back To The Future II*? And why 'II'? Why not start off with 'I', or at least be up-to-date by going for 'III'?

Still, being a big Michael J Fox fan, I enjoyed *Back To The Future II* (the film) a lot, and I'm not about argue with being given a game of it to play. (Maybe they'll do a *Family Ties* game next. I hope so.) What is slightly disappointing, however, is the approach they've elected to use. As you'll be able to see, *Super Back To The Future Part II* is a platform game – a rather empty-looking one, with nothing particularly unusual in it. The only novel feature is the way Michael scoots around on a futuristic hover skateboard, much as he did (to my dismay) in the film. It works okay, but the best bit in the film was those flying cars everyone drove around in. They'd have made for a much more exciting game, I'll wager.

The graphics look good and everything, and the sound's pretty good, too, with a cracking rendition of the film's (admittedly slightly crap) theme tune.

But the controls are horrid. When you press 'jump', Mike does a sort of somersault on his skateboard, and to kill baddies you have to make sure you're doing a somersault when you touch them. It's very haphazard, especially as he's got a habit of stopping doing his somersault just as he's about to hit the baddy. Jumping is annoying in itself, too – to do a jump to the right you've got to press right, then wait, and then press jump. It's fiddly, and not worth the effort.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
84%	84%	65%
GAMELIFE	OVERALL SCORE:	61%
58%		

VERDICT: A bit odd, and a bit crap as well. Rather a shame, really.

ROCKY RODENT

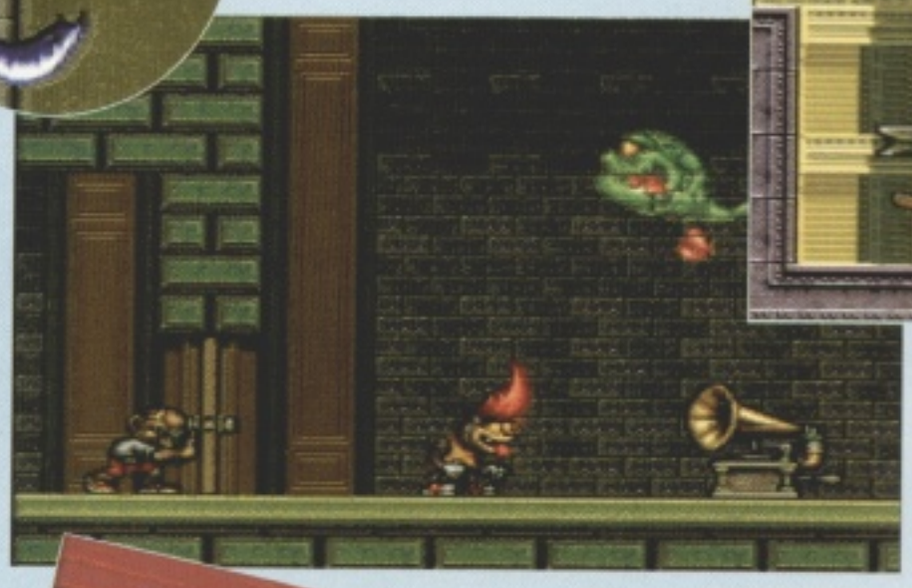
Roland Rat, Gordon the Gopher, Bubonic Plague – the rabid world of rodents has made some great contributions to society. Is this game among them?

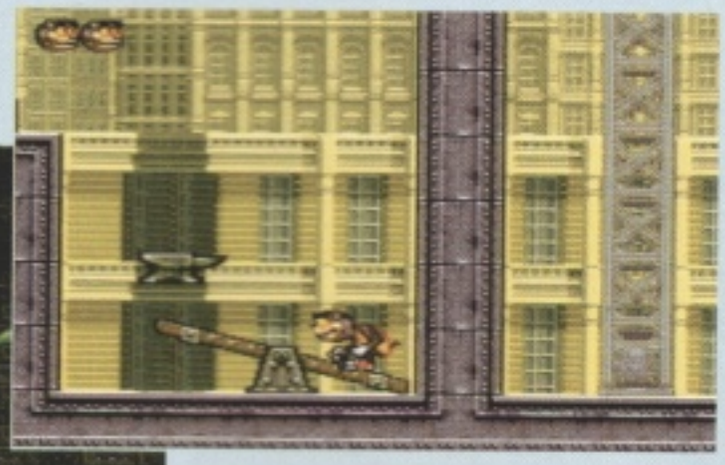
UK Release

Game: Rocky Rodent
Publisher: Irem
Developer: In-house
Price: £50-60
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Caught stealing from a restaurant, Rocky is given a choice: rescue the owner's daughter from the Mafia, or meet some nice men from Rentokil. Our hero decides to take on Don Garcia.

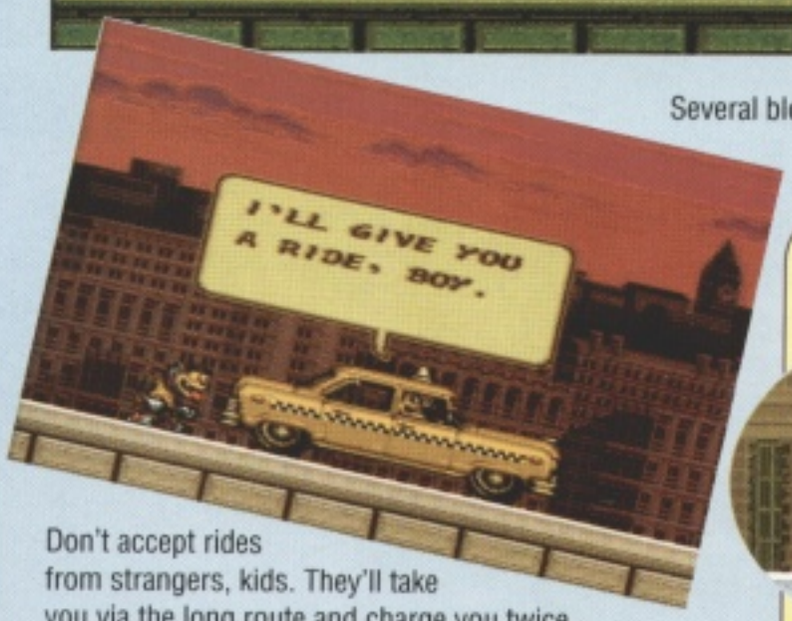
Luckily, the canny rodent's hairstyles can be put to a variety of uses. Here, a mohican doubles as a springboard.





Rocky dodges to avoid a falling anvil. Phew! Made it! Sadly, being ignorant of Newtonian physics, he fails to forsee the terrible consequences.

Several blocks away, the tarmac breaks his fall. Rocky meets a jarring end.



Don't accept rides from strangers, kids. They'll take you via the long route and charge you twice.

If you end up hitching, however, you'll be treated with the respect that motorists reserve for all pedestrians.

Not sure what hairstyle is really *you* in the coming season? Let's consult our furry friend...

Rocky starts off with this fetching quiff, somewhere between Little Richard and Mrs Slocombe. Handily, its sharpened point can shishkebab an armadillo.

With just a flick of the head, this pigtail can whip a ferret at 40 paces.

Like Travis Bickle in *Taxi Driver*, Rocky settles for a razor-sharp mohican before going on a violent rampage.

GOOD, BAD OR UGLY?

This certainly promises some offbeat amusement: weird graphics, strange enemies and an unusual central character. Why, then, does it completely fail to excite us? Have we missed something? Or is it some deep-seated phobia of scavenging mammals?

Well, let's start with the controls. To use your hair weapon, you jab the dash button. Needless to say, this is irritating if you're dashing at the time. But mostly you *aren't* dashing because, like *Bubsy*, it's just too dangerous. Moments after building up a respectable velocity, you inevitably crash headlong into an enemy – instant death, a restart from the the beginning of the level, and an end to your thrills. So, instead, you find yourself taking every screen at a snail's pace, always checking to see what's above or below you before you jump. Oh joy.

The other extreme can be found on the Sunset Freeway, where you're supposed to dash through the whole level to catch up with some Mafia kidnappers. Jumping over car bonnets is fun, but for long stretches of road, Rocky is the only character on screen. Sitting there with nothing to do but hold some buttons down, you long for something dangerous to come along and threaten you a bit. Yawn... (Sound of playful harp-strings.) But then, things get better! The levels become exciting and challenging, filled with all sorts of traps, puzzles and baddies to defeat! The graphics look beautiful, and the soundtrack incorporates all manner of samples and FX , and... (*WAKE UP! – Ed.*) Sorry. In reality the graphics are repetitive, the sound annoying and the levels merge so indistinguishably that you don't feel any compulsion to progress.

Rocky does have some odd manoeuvres, and working out how to do different things with his hair is quite engrossing at first. But, alas, once the novelty's worn off you're left with an unremarkable platformer. Call me jaded if you like, but after yet another game like this, is it all that surprising?

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
48%	40%	58%
GAMELIFE	OVERALL SCORE:	
55%		50%

VERDICT: Any day now, somebody is going to produce a really frightening statistic about being able to reach the moon, if all the mediocre game cartridges in the world were laid end to end.

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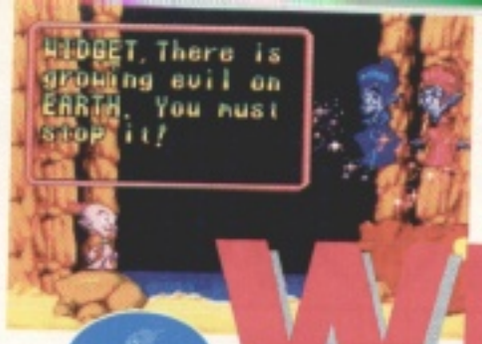
SUPER WIDGET



Japanese Release

Game: Super Widget
Publisher: Atlus
Price: £50-£60
Cart ROM: 8 Mbit

In his normal form, Widget dispatches his foes with a hefty punch. Collecting tokens will let him change into something even odder, like an ostrich, a muscle-man, or even a UFO.

The monsters are pretty strange, too – ranging from duck-billed triffids and bouncing toadstools, to some bizarre and very ugly bosses.

GOOD, BAD OR UGLY?

If you've ever seen the American cartoon series featuring this little purple polymorph – we haven't – then you'll know that Widget is an apprentice interplanetary watcher, with the task of saving Earth from the fiendish schemes of less amicable aliens. Unfortunately, however, even Widget can't save this mediocre platform game from being yet another cynical cash-in on a licence.

The novelty of the game (and the cartoon) is that Widget can change his form, achieved here by collecting special tokens. Disappointingly, it seems to make little difference. 'Great! I'm a spider,' I thought, 'Now I can climb walls!' (wrong); or 'I'm a hermit crab! Ducking into my shell will protect me!' (wrong again). No, I still had to walk left and jump on the bad guys. As usual.

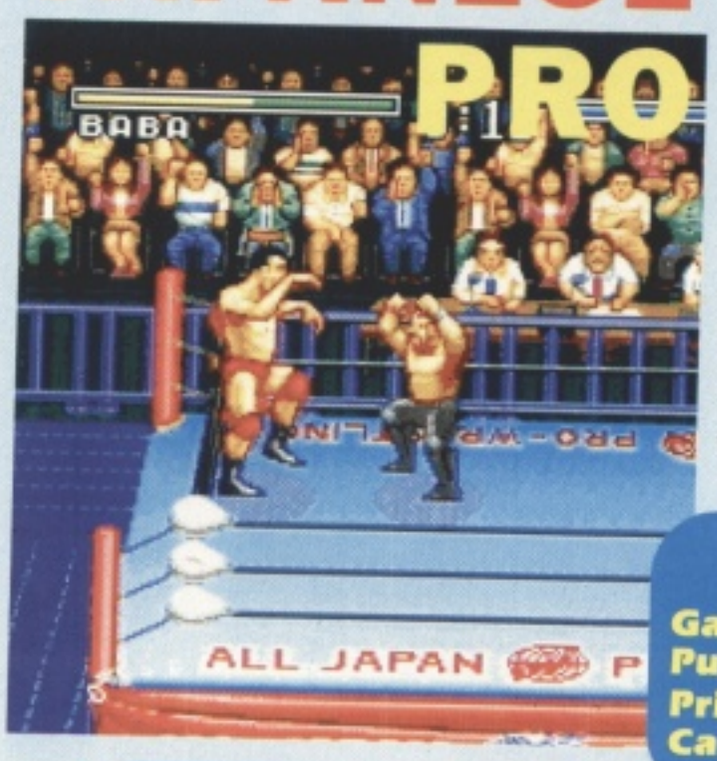
Bearing the game's cartoon origins in mind, you would expect at least a high degree of character to keep things going, with each sprite cleverly animated – but no. There are sadly few frills to this lacklustre offering, with all the levels rather simplistic in design, and no decent puzzles or rewards for clever play in evidence. What can I say? Despite the (admittedly fairly limited) potential of the characters, I'd hoped for more from this.

Another dull American game, then – even the younger players this is aimed at, are likely to get bored very quickly.

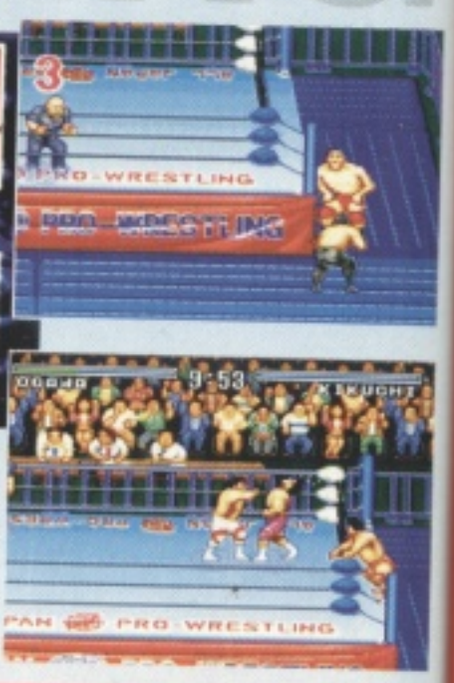
● Zy Nicholson

GRAPHICS	SOUND
64%	56%
GAMEPLAY	GAMELIFE
50%	45%
OVERALL SCORE:	54%

JAPANESE PRO WRESTLING



They shout! They wrestle! They dance in a rather embarrassing fashion! Actually, this isn't dancing. It's the prelude to a triple suplex smash-tumble. Or, in fact, it might be the start of a foxtrot. Or a Charleston.



Above: The geezers themselves. Why do they look beaten up already? Look at the one on the top, far right. He's really done in. Number 7 looks the best. At least he's managed a tiny beard. The others haven't bothered.

Japanese Release

Game: Japanese Pro Wrestling
Publisher: Human
Price: Approx £50
Cart ROM: 8 Mbit

GOOD, BAD OR UGLY?

I 'wrestled' with my conscience long and hard over this one. Actually, I didn't. That just popped out, despite my efforts to stop it. Though, maybe I wrestled a bit. Viz: do I mark *JPW* higher than *WWF Royal Rumble* for having more depth, and working more like real wrestling? Or do I mark it lower, for having worse graphics and not being as much fun to play?

Either way, the graphics *aren't* as good as *WWF*'s. There's a good attempt to give the competitors personalities – they're all different shapes and sizes – but they slide about the ring rather than walking, and the animation seems stilted and slow. There's also a lot of Japanese text to negotiate on your way to the ring.

On the plus side, though, *JPW* gets closer to the feel of true, professional wrestling than *WWF*'s rather knockabout approach, and it's picked up plenty of fans in Japan because of it. There's much more strategy involved in performing moves and counter-moves. Oh, and it works with the Super Multitap. Which is the same, only you can have up to three people playing at once.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
72%	70%	84%
GAMELIFE	OVERALL SCORE:	78%
84%		

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GAMEFREAK

SNES TECH & GAMING ANSWERS

By Jonathan Davies

Baffled by the confusing world of the Super Nintendo? Ah. Well you're out of luck, because Jason's 'on holiday' this month. But who better to take his place than Jonathan Davies? Erm...

Dear Gamefreak,
1) Does *SFII Turbo* show any signs of slow-down?
2) When the official version of *SFII Turbo* arrives, do you reckon the borders will be smaller than those of the original game?
3) Will a version of the brilliant PC game *Wolfenstein* ever appear on the SNES?
4) Is it possible to obtain promotional posters of *Mario Kart* and other games like those displayed in Boots, Dixons etc?
5) Is another *Batman* game in the works – maybe one based on the animated *Batman* adventures?
6) When will *Superman* appear on the SNES?
Steven Leung, Bexley.

Warner Brothers' *Batman* cartoon would make for a smashing game.

1) No.
2) Nope, not given that the US *Turbo*'s got the same sized borders as the US original.
3) Yes! It's coming out in the UK early next year.
4) Try writing off to publishers to see if they've got any spare. You might just get a reply. Or ask somebody in Boots, Dixons, etc whether you could have their posters when they've finished with them.
5) We're all huge fans of the *Batman* cartoon, and we desperately hope that someone'll do a game based on it. No news yet, though.
6) If you mean a conversion of Virgin's Mega Drive *Superman* game then I doubt it, as Virgin don't currently publish Super Nintendo games. It's no great loss, to be honest.

Dear Gamefreak,
1) I've tried using my Action Replay with *Super Mario Kart*, but it wipes off some of my saved records. Is this why there are no codes in mags?
2) Does *SFII Turbo* have the same difficulty settings as the original?
3) How come in issue 4, when you did the *SFII* vs *Mario Kart* item, you gave *SFII* 71 and *Mario Kart* 72, but in your real reviews you rated *SFII* higher than *Mario Kart*? Please explain.
4) Is it true that JVC's forthcoming *Return Of The Jedi* will use the Super FX chip for the speeder bike bits?
Paul Rowland, Southport.

1) As you've discovered, for some reason *Mario Kart* doesn't work with the Action Replay and, as you say, wipes out all your high scores. And – yes – that's why you won't find any codes for it.
2) Yes, but it's also got variable turbo speed, which makes the game really hard if you crank it up to full.
3) Ooh, that was a long time ago. What we were doing was comparing *Mario Kart* and *SFII* purely as two-player games, and *Mario Kart* came off slightly better. As an all-round game, though, we reckon *SFII* just has the edge.
4) Give 'em a chance – they haven't finished *Super Empire Strikes Back* yet. It's a nice idea, though.

Dear Gamefreak,
1) Are there any plans to release the arcade version of *X-Men* on the SNES?
2) Are there any games using songs, like *Oops Up* on the Amiga?
3) I read an article in one of my magazines about an add-on for the Game Boy which does the same as the Barcode Battler. Are there any plans for a Super Nintendo version?
4) My friend told me *Flashback* was coming out for the Super NES, and it's part two of *Another World*. Is this true?
Daniel Press, York.

1) Not that I know of.
2) Erm, well *Rock 'n' Roll Racing* boasts a range of hard-hittin' rock tracks.
3) Yes, and in theory it should be out in Japan now. But we've seen neither head nor tail of it.
4) *Flashback* is indeed the sequel to *Another World*, and, as we said in Super Express, a SNES version is on the way. There's no news of a UK publisher yet, though.

The sequel to *Another World* is on the way! See Super Express...

Dear Gamefreak,
I recently bought a Samsung model CB-3351X TV with SCART so I could use my US Super Nintendo on it. However, when connecting the two up, I found that no picture could be obtained, only sound.

I presumed, then, from various magazine reports I have read, that my TV couldn't detect the 60Hz signal from my Super NES. But, tinkering about with the SCART lead, I discovered that disconnecting the wire to pin no 16 – blanking signal (RGB switching) – gave a black and white picture.

Encouraged by this, I connected an LED (negative side into the TV) between pin no 16 and the wire and – hey presto – I now had a full colour picture – not even any glitching. I used an LED, but any diode should work. Sorry, but I don't know its rating. This should work with anybody else with a similar TV, and it saved me 25-30 quid on a PAL booster.
Adam O'Load, Ballymena.

Well, there we are then. We get loads of letters about things like this, so hopefully we won't from now on. I do suspect, however, that you might have had the wrong sort of SCART lead in the first place. Remember, folks – SCART leads for UK and US machines are different.

Dear Gamefreak,
1) Won't *Nigel Mansell F1 Challenge* run through any adaptors? If not, why?
2) Why can't/don't programmers put detail on the 3D polygons in games like *Starfox*?
3) Why won't my UK *Mario Kart* work through my Action Replay?
4) In *Super Play Gold* you said that Nintendo could have incorporated a 50/60Hz switch into the Super Nintendo. Why doesn't another company make one to fit externally through, say, the SCART output?
5) Why don't more companies make 2/3/4-game compilations of previously released games (like *Mario All-Stars*)?
6) My local branch of Beatties received *WWF Royal Rumble* and *Alien*^{3} on 20 June! Is this unusual? You say *WWF* and *Alien*^{3} weren't out in Japan.
7) How much is the average game in

America and Japan? Could you tell me the price in pounds, please?
Paul White, Sale.

1) It won't, no. It's possible to put a piece of code into a game that bypasses an adaptor and stops a game running on a SNES it's not meant to run on. Publishers never used to bother using it, though, relying on the hardware's own security check

Nigel Mansell is one of a growing number of games that won't work through an adaptor.

(which adaptors *can* bypass). But now, with game imports posing more and more of a threat to Nintendo's regional sales plans, most publishers are starting to use it, including Nintendo themselves – import versions of the *Super Mario Collection* and *Yoshi's Safari* won't run on a UK machine, even through an adaptor. There's no way round the problem as yet, so things do look a little bleak for import games buyers. We've just got to hope that games start coming out a bit faster over here – something that does seem to be happening.
2) Because generating 3D polygons is a tough enough job in itself, before you start adding detail. The Super FX chip can manage texture mapping a bit – that cube thing at the end of *Starfox*, for example – but not as a general rule.
3) Dunno – see the useless reply to Paul Rowland's letter.
4) Because making a Super NES switchable like that involves messing about with the insides of the machine – it's not something you can achieve simply by plugging something into the back.
5) They probably will, seeing as how *Mario All-Stars* has been hugely successful.
6) Don't get the idea that games always come out first in Japan. Japanese games might do, but games that originate in the US and Europe tend to come out in the US and Europe first, and the Japanese have to wait just as long for them as we do for their games. In fact, *WWF* and *Alien*^{3} still aren't out in Japan, and neither are lots of other big games like *Pugsley's Scavenger Hunt*, *Bubsy*, *Mortal Kombat*, *Shadowrun*... loads of them.
7) An average price for a game in America would be $60, and in Japan about ¥9,000. According to my broker there's 64.25p to a dollar at the moment, and 0.6005p to the yen. So that means an American game costs (prod, prod, prod) £38.55 and a Japanese one costs (prod, prod) £54.04 1/2. Blimey – imagine fiddling about with all that change.

Dear Gamefreak,
I've been reading your mag ever since issue 1. However, there's one thing that's been bugging me for ages. Firstly, we all know (well most of us know) what Mode 7 does, but I was reading that in Elite they're using Mode 6. What the hell is Mode 6, and what does it do? A mate also told me that the Super NES has Modes from 1-7. Is this true, and if so, what do they all do?
'Cool Dude Nik', Bexleyheath.

Your mate's absolutely right. Nearly. The Super Nintendo's actually got eight graphic modes, numbered 0-7. Each mode provides a different trade-off between the number of colours on the screen and the number of parallax-scrolling backgrounds. Mode 0, for example, only lets you have 32 different colours on the screen, but it gives you four backgrounds all scrolling about behind each other at different speeds. Mode 5, on the other hand, lets you have up to 128 colours on the screen, but only two backgrounds. Modes 6 and 7 are a bit different, though. Mode 7 you already know about – it only gives you one background, but lets you zoom it in and out and spin it around in 3D. And Mode 6 – the one you're interested in – is a version of Mode 5 that does away with parallax scrolling altogether. Instead it 'interlaces' two images together by flipping between them at high speed, doubling the apparent number of pixels on the screen (and hence giving a higher definition display), but looking a bit flickery at the same time. You'll have seen this effect if you've ever played the first *Ranma 1/2* game or *RPM Racing*. (It was worth answering that just for the ironic name/address juxtaposition.)

RPM Racing – one of a few games that use flickery Mode 6 graphics. *Ranma 1/2* is another one.

Trimmings

Others that were just too good to ignore (hem hem)...

Will Nintendo ever make conversions of the *Metroid* and *Zelda* games that already exist on the NES and Game Boy?
David Bolduc, Lac-Etchemin.
Given the inscrutable secrecy that surrounds everything Nintendo do, one can only speculate. But with the massive success of the *Super Mario Collection* they *must* be thinking of doing something similar with *Zelda*, and possibly *Metroid* too.

Are there any RPGs in the form of *Monkey Island* for the Super Nintendo?
James Wigglesworth, Leeds.
Not really – weird Japanese game *Kunio Ken* would probably be the nearest thing. The trouble with *Monkey Island*-style games is that they come on 10 or 15 disks on the PC and Amiga, thanks to all the graphics. It would be pretty tough packing that lot into a cartridge, so we'll probably have to wait for CD ROM for anything similar.

I recently bought a set of audio/visual leads to let me connect my SNES to my stereo system. Having made sure the leads were connected properly I found that the sound only came out of one speaker instead of both as expected. Can you explain why?
David Mortimer, Peterborough.
No idea. Maybe it's the old 'wrong lead for your system' problem – US, Japanese and UK machines use different leads – or maybe the lead's simply faulty. Check with whoever you bought it from.

NORMAL SERVICE WILL BE RESUMED...

...next month, when, with any luck, Jason will return from his 'holiday' to answer your questions properly.
Gamefreak, *Super Play*,
30 Monmouth St, Bath BA1 2BW.

DAYDREAMING

The games you'd really like to play. And you never know who might be reading...

To start us off, here's Adam Freeman from London, who obviously wants to be a TV cameraman when he grows up:
The game I'd most like to see on the SNES is a football game where, as you played, there'd be six video cameras positioned around the pitch filming you. When the match was over you'd go to a special editing room with six screens showing the match from various angles, and a seventh where you could compile match highlights, zooming in and out of the players, putting titles on the screen etc.
A fab idea, but it would be tough to implement. Everything would have to be done in 3D polygons for one thing – a job for the Super FX chip, no less – otherwise you wouldn't be able to do all the panning about and zooming in and out.

Ian McLean of Sale also believes in setting his sights high. High, high, into the sky, in fact:
The game I'd love to see would be one where you could design your own superhero. Give him/her powers of your choice, super strength, psychic powers etc, along with weaponry and costumes/armour. Then he could go round fighting villains, also created by you. Or, alternatively, you could use lots of existing heroes to have a one-on-one fight.
That last bit sounds rather familiar.

Here's one to ponder, from Alex Remy of Southport:
I'd like to see a beat-'em-up Rotoscoped like *Another World*. It would be a bit like *Final Fight*, but with incredible animation, perhaps on CD?
Hey, yeah. And Rotoscoping everything would get round one of the biggest problems facing beat-'em-up authors – storing all those frames of animation. That would mean you could have loads of characters, each with lots of moves, maybe coming up with that long-dreamt-of *Street Fighter II*-quality scrolling beat-'em-up.

And finally, another variant on *F-Zero* from Dale Heathcote of Derby:
I've been thinking about another *F-Zero* game. Instead of using hover cars you could use hover spacecraft and fly around a track in the sky in different worlds. The spacecraft could have their own guns so they could shoot the others out of the way. You could collect different weapons on the track.
A track in the sky. Hmm.

Jason would just love to hear from you if you've got a brilliant idea for a new game. So get your daydream down on paper and send it in to Daydreaming at the usual Gamefreak address that's printed elsewhere on this page.

MODE 7

By Dan Jevons

CALLING ALL CHEATS, CRACKERS, AND GAME FREAKS!

Greetings, and welcome yet again to the awesome, unstoppable, indefatigable Mode 7! This month we've pulled out all the stops to bring you the greatest and most informative Super Nintendo tips ever! Why? Because you're our readers, and well (sniff), we care.

Right, I'm going to say this once more for the cheap seats, but after that it gets nasty: 'No more *Super Star Wars* debug mode letters, OK?' The next person who sends me that dratted cheat will promptly receive a 'visit and talking to' from Vince Carbine. Got it? Good.

Now that's off my chest, thanks for the response to last month's Mode 7 – remember: we couldn't do it without you. Send your codes, cheats and tips to the usual address: Mode 7, *Super Play*, Future Publishing Ltd, 30 Monmouth St, Bath BA1 2BW – for a slim chance of winning some *Super Play* goodies.

ALIEN^3

(Acclaim)

- **Level passwords**
- **Infinite energy, infinite weapons and invincibility**

Loads of people sent in these level passwords – it's reassuring to know that so many of you have such good taste in games (*Alien*^{3} chalked up a respectable 84% when we reviewed it in issue 9). So credit goes to: Kenny Friday from Milton Keynes, David Creed of Wolverhampton, Simon Siara, Tom Kingdom of Devon, Neil Brady of N Ireland, T Reilly of Merseyside, David Rhodes of Leeds, Richard Vernon of Cheshire, James Fairless of... Oh look, this is pointless. You all know who you are, so thanks anyway.

However the 'Brucie bonus' must go to Paul Astley of Wallingford, Taron Wyatt of Bolton and Jamie Fletcher of Scotland, not because their entries got here before anyone else's, but because they actually noticed somebody new was writing Mode 7 and bothered to put 'Dear Dan' at the top of their letters.

Level 1 – No password
Level 2 – Question
Level 3 – Mastered
Level 4 – Motorway
Level 5 – Cabinets
Level 6 – Squirrel
Level 7 – Overgame (just the twee end-game sequence)

However, for the ultimate *Alien*^{3} cheat, kindly supplied by Jonathan Bacon of South Humberside, just follow these simple instructions. Start the game, but don't enter the computer. Instead, hold down the 'L' button and press A, B, X, Y all together for invincibility and infinite armaments. If it's worked, some numbers will appear below your weapons. Thanks Jonathan for that beauty.

Ripley lets rip with her flame-thrower. That Alien hasn't a chance.

This is the view from the mech suit you're stomping about the place in.

MECH WARRIOR

(Activision)

- **Invincibility**

Lovely word that, 'Mech'. One of my favourites. Brings to mind images of huge gleaming anime robots and futuristic neo-apocalyptic wastelands... (*Sorry about all this drivel – Ed.*)

Anyway, getting back to the point (*Good idea – Ed.*), should you wish to make your mech invincible in this good-for-a-laugh Activision shoot-'em-up, then just pause the game in the middle of a fight, press A, L, L, Y and – hey presto! – you're now invincible. Kudos to R Barrie of Somerset for that tip.

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

Hello again. This section, as you've probably gathered by now, is where you get to consult *Super Play*'s very own gaming oracle for tips, cheats and solutions. If you're stuck on a really hard bit, or if you can give a helping hand to any of the poor Lost Souls, then write to me at the usual Mode 7 address. Between us we can solve all your gameplaying problems.

READERS' SOLUTIONS

Here's where you answer questions which had me stumped in previous issues. Or, more accurately this month, 'question'...

- Steven Heaton couldn't beat Dark Cloak in *Super Adventure Island* (*SP*6).

And here's Daniel Webster with the solution: Stay as close to Dark Cloak as

possible and chuck your axes at him. When he runs at you, jump over him, but when he jumps, run underneath or Super Jump over him. After a bit he'll change into a big pink creature. Stand underneath him and trick him into smashing a hole in the floor above the lava. Make him smash the same part three times and he'll fall through.

QUESTIONS ANSWERED

And now it's my turn...

- Dear Allan,
In the *Soul Blazer* Player's Guide (*SP*6), you mentioned that the Metal Sword is located in Leo's painting, but I can't seem to find it anywhere!
Bruce Baillee, Australia.

Allan says:
That was a slight error, Bruce. The Metal Sword is actually in Leo's House (stage five) and not in Leo's Painting at all. Sorry about that, mate!

- Dear Allan,
I can't beat Abigail on stage four of *Final Fight*. How's it done?
Wesley Davis, West Midlands.

Allan says:
At the start where he drops in, grab him and duff him up a bit. Then stay well clear and wait until he turns red and runs at you. You can either punch him or use a special move. Now just keep using your special move when he comes near.

- Dear Allan,
I can't kill Rhino at the end of Spidey's second stage in *Spiderman & The X-Men*. Please help me!
Ralph Headley, Cheshire.

Allan says:
As Rhino runs back and forth, use your web to swing into him. It should only take about eight or nine hits before he pops his clogs.

- Dear Allan,
Is there a cheat for *Street Fighter II* for you to control the bosses?
Steven Evans, Solihull.

Allan says (for the last time):
Noooooooooo!! This topic is now closed. Any more questions of this ilk and I'll send the Carbine brothers round!

- Dear Allan,
How do you beat the chap in the exhibition match in *Super Tennis*?
Shane Francis, Donnington, Telford.

Allan says:
The way to beat him is always to hold your serve by using a serve that bends away from the court – Don J can't return these. When Don is serving, draw him to one side of the court and use a lob. Don will smash the ball down the centre, where you should be waiting to use a cross court shot.

THE LOST VIKINGS

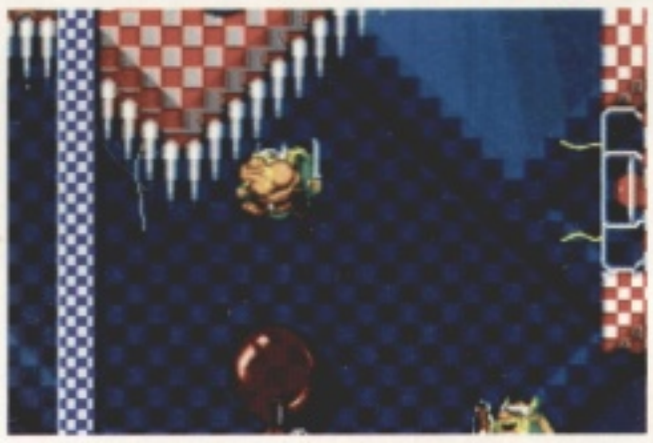
(Interplay)

● **Level passwords**

Mark Cutts and Gary Parkes of Doncaster have completed all 36 levels of this intriguing Celtic puzzle/adventure game and thought they'd 'drop us a line' to tell us the codes. Isn't that nice?

Level 1 – SVB2 CBPZ BH5BD
Level 2 – QLRP Q781 RRWBG
Level 3 – W3RO 3QX7 HNKBJ
Level 4 – 6BDL 4CQQ V2QBL
Level 5 – 7BD7 4C1Q V5QBN
Level 6 – 6HF3 5PQ5 RYRBQ
Level 7 – Y8FQ OD1M 4SSBS
Level 8 – MHGW ZTL4 TWHBV
Level 9 – Y5Y7 159M 315BX
Level 10 – 7D8P K2RW R2WB2
Level 11 – SSH2 BMFV GW431
Level 12 – RBJJ VFPL CQZB3
Level 13 – NVJ0 LCNZ B0NB5
Level 14 – BVKB LFVG C3DB7
Level 15 – MLKZ ZF5N C8HB9
Level 16 – BBRB BNLL GQGCB
Level 17 – RLR1 ZNYD GCWCD
Level 18 – HLQD 2JWD DBWCG
Level 19 – RMBS ZVKD DRWCJ
Level 20 – 18YP NT01 MX5CL
Level 21 – 6PGH OXPX DY4CN
Level 22 – RNYS TVTF SH2CQ
Level 23 – CBPV N!VH T3GCS
Level 24 – V6L3 5SZM 9SCCV
Level 25 – DVQW LJVZ FLNCX
Level 26 – FLRC ZJV5 FLRCZ
Level 27 – FLC4 ZB75 FQRC1
Level 28 – GLSB VFBL CYRC3
Level 29 – FL1G VTXL CZRC5
Level 30 – FL2Z VTNL CZPC9
Level 31 – Z1T9 !FNG CZPC9
Level 32 – !ZYD X045 NK2DB
Level 33 – H3W1 50YR NV2DD
Level 34 – 5M4V B33B SPMJG
Level 35 – 7B4F GLWX JTVDJ
Level 36 – 9F9L Q6GL JYRDL

This Norseman has filled his lungs so he can float upwards. Watch those spikes!



SUPER STAR WARS

(JVC)

● **View the credits**

Well if you can't beat 'em, join 'em. To see the programmers behind this outstanding (89%) platform licence, wait until the LucasArts title screen appears, and tap in ABABABAB. Utterly, utterly pointless.

'En guarde', says the Prince. Sadly his opponent pulls out a pistol.

PRINCE OF PERSIA

(Konami)

● **Skip to level 20**

On any level, when you die, wait for the 'Press button to continue' message to appear, and immediately display the current level password. The password given will be for level 20, allowing you to go straight there and duff up Jaffa Cakes, or whatever his name is. Thanks to Philip Wilson of Edinburgh.

TUFF E NUFF

(Jaleco)

● **Choose the bosses**

● **Fight the same character (one player vs two player)**

I've had two different 'Champion Edition' codes sent to me for this fun(ish) beat-'em-up, and to be honest, I'm not sure which one works on which version, so just try them both.

To play as an enemy character in a one-player game, wait until the 'select mode' screen appears. Using the D-pad press LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, LEFT, LEFT, LEFT, LEFT, LEFT, LEFT, LEFT, LEFT. If all goes well, you should hear an explosion indicating the extension of your character selection.

If, however, two people want to use the same character in a two-player game, input the code described above, then press START, reset the game and input the following code on the 'select mode' screen: RIGHT, RIGHT, RIGHT, LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT. Again, you should hear an explosion and, if you've done it all correctly, you should be able to fight the same character as your mate.

However, Han Chong Wei from Singapore reckons otherwise and the following is his method to get the same results (on *Dead Dance*, the Japanese version of the game, anyway). Select a one player versus computer game, start the fight and press START on controller one to pause the action. Once paused, press SELECT on both pads at the same time and you should hear a sound indicating that player two can now use the six bosses.

Phew! What a mouthful that lot was. I mean, why don't they just make player versus player standard?

Kotono floors the horribly disfigured Gajet with a well timed kick.

● Dear Allan,
Do you know a way to make killing Dracula a little easier in *Castlevania IV*?
Alexandra Earl, Maidstone, Kent.

Allan says:
Before you meet Drac, jump through the bottom of the stairs and you'll stop in mid-air. Now go left and stand by the wall and a heap of power-ups will rain upon you.

● Dear Allan,
I need help on *Dragon's Lair*. Can I have some codes, please?
Ross Warner, address not supplied.

Allan says:
Try these for size:
Level 1: 2A, 4B, 7C, 6D
Level 2: 3B, 5C, 7D, 8A
Level 3: 2C, 3D, 6A, 8B

● Dear Allan,
I'm having terrible trouble trying to find emblem D in *Soul Blazer*. Can you help?
Anon.

Allan says:
Find a sleeping dolphin and enter its dream using the dream rod. You should appear in a small room by the coral reef with a doorway behind you and a dolphin in front. Give the big pearl to the dolphin and stand on the sealed lair to open a passageway.

Ooh, it's gone all dark!

Now return to the same place in the dream you were at before and emblem D should be through the doorway.

● Dear Allan,
I don't know how to get the Pendant from the Desert Palace in *Zelda*. Do you?
Damon Jones, West Midlands.

Allan says:
Remember that the boss resides in a separate dungeon. Use the left exit to get out of the first dungeon then walk around the back to find the entrance to a new dungeon.

● Dear Allan,
I'm stuck on *Robocop 3*. It's too hard. Have you got a tip for infinite lives for me?
Glen Mackay, Plymouth.

Allan says:
No. But if you push START and SELECT three times your energy bar will be refilled.

● Dear Allan,
We're stuck on *Push Over*, level 43. Can you help?
M Walker & J Butler, Lancashire.

Allan says:
Simple. Try this code for level 44: 29726.

● Dear Allan,
I can't find Zelda's Yellow Shield, Red Armour, Magic Cape, Staff of Byrne or Sword No 4. Where are they?
Jamie Clements, Middlesex.

Allan says:
Right. You'll find the Yellow Shield in Turtle Rock, the Red Armour in Ganon's Tower, the Magic Cape in the graveyard, the Staff of Byrne below the Bully and the Ball in Dark World, and Sword Power 4 is in the Dark World Pyramid. Phew!

LOST SOULS

Incomprehensible though it may seem, even I'm not completely infallible. (*That really* is *incomprehensible – Ed.*) If anyone out there can help, write in and tell me!

Dear Allan,
Can you help me on the RPG version of *Dragon Ball Z* (Japanese). I'm on the alien's planet and don't know what to do!
David James, address not supplied.

Allan says:
Unfortunately, David, I'm not exactly fluent in Japanese and I can't help! And the chances are no-one else will be able to either. But you never know...

If you think your gaming problem might fall within Allan's considerable sphere of experience, you can write to him at:
Ask Allan, *Super Play*, Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW.
He'll be waiting...

BRAWL BROTHERS

(Jaleco)

- **Access the Angry mode attacks even when you're calm**
- **Play the Japanese version on an American cart**

Want to use the high impact Angry mode attacks even when you're not angry? Well, here they are. But remember, the attacks only work when you're grappling with an enemy:

Hack: UP, DOWN, FORWARD & Y
Hack#2 (Uppercut): Y & B together
Slash: UP, DOWN, BACK, FORWARD & Y
Slash#2 (Fire Kick): X & B together
Wendy: UP, DOWN, FORWARD & Y
Lord Jim: BACK, FORWARD, BACK, FORWARD, BACK & Y
Kazan: UP, DOWN, FORWARD, BACK & Y

On top of all this, word reaches me from Ian Banks of Canterbury (proprietor of Computer World) that you can also play the Japanese version of the game on an American cart (including the two new versus modes). As the Jalèco logo appears, press B, A, X, Y repeatedly until you hear a sound. If it's worked the screen should go grey and glitchy. Press START and another glitchy screen should appear. Then press DOWN three times followed by START again to display an options screen. Set the settings to whatever you want and exit the screen to a brand spanking new Japanese title screen. Hurrah!

Urrrrgh! Gerroff! Wendy attempts the dreaded kissing attack.

YOSHI'S COOKIE

(Bullet-Proof Software)

- **Skip to the last level**

Enter NSVLV4M on the password entry screen and you'll be taken directly to the last level of the Puzzle mode with all the map pieces collected. Ha! Are we brilliant or what?

Line up cookies of the same type horizontally or vertically, by rotating the rows and columns.

POP'N TWINBEE

(Konami)

Colourful and cute, or what? And now you can have even more fun playing it.

- **Extra credits**
- **Extra energy**
- **Extra Twinbees**
- **Invincibility**

All the following cheats are activated during the game – pause the action, enter the combination and unpause.

If your credits are running low, try A, B, Y, X, R, L, UP, LEFT, DOWN, RIGHT, A, A, A to get them back.

To top up your energy, use SELECT, A, Y, A, Y, X, B, X, B, R, R, SELECT.

For a full complement of four Twinbee drones, press DOWN, DOWN, UP, UP, B, B, X, X, RIGHT, LEFT, A, Y. They'll appear at the next stage of the game.

To become invincible, press A, Y, A, Y, L, R, L, R, X, B, B. Now you can pay more attention to the lovingly-crafted graphics.

And now, something of a *Super Play* scoop: photographic evidence of fairies! The ever-industrious Mike Wang of New South Wales, Australia, who sent us these cheats, tells us that a fairy can be found on each level of the game if you use your bombs in the right place. Heavens to Murgatroyd!

BUBSY

(Accolade)

- **Level password**

He runs! He leaps! He flies! He crashes to an irritatingly unforeseen death! If you've found yourself in trouble with Bubsy, perhaps these codes from John Usher of Croydon will show you what you're missing.

Level 1 – JSSCTS
Level 2 – CKBGMM
Level 3 – SCTWMN
Level 4 – MKBRLN
Level 5 – LBLNRD
Level 6 – JMDKRK
Level 7 – STGRTN
Level 8 – SBBSHC
Level 9 – DBKRRB
Level 10 – MSFCTS
Level 11 – KMGRBS
Level 12 – SLJMBG
Level 13 – TGRTVN
Level 14 – CCLDSL
Level 15 – BTCLMB
Level 16 – STCJDH

Finish the game, with a little help from your friends.

RANMA 1/2 PART 2

(NCS Masiya)

- **Debug menu screen**

In two-player vs mode, select any two characters. When you reach the screen that asks you to pick a background to fight on, simultaneously press and hold the R, X and A buttons on joypad one. A menu screen will appear, allowing you to to play the bosses and tinker with the stats. Following on from our *Ranma 1/2* Super Player's Guide (*SP*9), note that you can now control Happosai – the little fellow: his special moves include a blue fireball, Happodaikarin (he throws firecrackers) and a sudden size increase.

Now you can control Happosai.

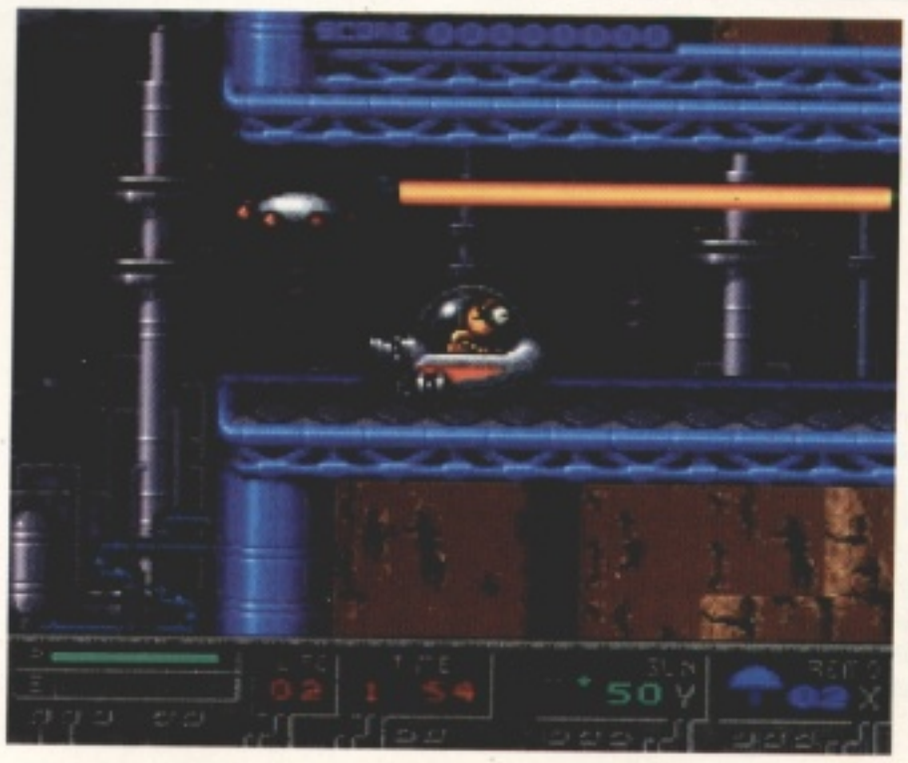
BOB

(Electronic Arts)

- **Level codes**

We've all been stood up before. (Silence from rest of team.) Oh, just me then. Even so, we're eager to see the amorous android make his date, for the sake of all concerned. These level codes from James Brophy of Dublin should help.

MAP 1	MAP 2	MAP 3
171058	672451	743690
950745	272578	103928
472149	652074	144895
	265648	775092
	462893	481376
	583172	



BOB the robot has apparently crashed on an asteroid on his way to meet his sweetheart. He has to fight his way through three different worlds in the process. He *must* be in love.

STREET FIGHTER II TURBO

(Capcom)

You should have found your complete player's guide to *Street Fighter II Turbo* sellotaped to the cover. So now, allow us to present your complete cheater's guide, too. Don't read any of this stuff if you intend to play the game by the book. (You could sort of make a joke about that, couldn't you..?)

NO SPECIAL MOVES

On the Capcom logo screen, press DOWN, L, UP, R, Y, B, X, and A on controller one. If this works you should hear a jingle, and any character you then select won't be able to perform any special moves! A good code for all those of you who think you're REALLY good.

TURBO SPEED UP TO 10

Wait until the *Street Fighter II* title screen appears (after the Capcom logo screen) and enter the same code (DOWN, L, UP, R, Y, B, X, A) on controller two. If it works, you'll hear a familiar jingle, and now when you select Turbo mode you'll have a choice of up to five new super-fast speeds. But watch out! On speed level 10 it's almost impossible to perform special moves, as you can't move the D-pad quickly enough.

Above: Now you can get the Turbo game speed up to ten. One, two, three, four, five, six, seven, eight, nine... ten! Right: E Honda and M Bison. (Or E Honda and Balrog if you're reading this in English.)

Or E Høndä and S Flürgènbørg if you're reading this in Swedish. Probably.

CHARGE BALROG'S TURN PUNCH WITH ONE OR TWO BUTTONS

Go to the options screen or button configuration screen and either blank out 'L' (Fierce Punch) to use buttons Y and X (Jab and Strong) to charge his Turn Punch, or blank out Y and X to use just the L button for the charging. When you play, you'll find it much easier to keep a Timing Punch constantly stored if you only have to press one button, and you'll find you don't even miss any of the other buttons as they all performed a similar function anyway.

Ryu and Ken were once the best of friends. But now look at them.

SECRET SPECIAL MOVES OPTION SCREEN

On the player vs player mode in either the Turbo or Normal game, select your characters and then when you reach the handicap/stage select screen input the normal Capcom code on controller two (ie, DOWN, L, UP, R, Y, B, X, A) to access a special options screen. If you succeed, you'll hear a chime and the information will scroll left to reveal an incredible hidden options screen. Once there, you can turn on and off specific special moves and see just how many special moves each character has.

RUN THROUGH THE CHARACTER PROFILES

Watch the demo until the first character profile appears (Ryu's), and then hold down L and R on controller two and use SELECT to cycle through the other profiles. You have to wait until each character sprite has done his little bit before you can move onto the next.

BACKWARDS HURRICANE KICK

On a player vs player battle, player two should select either Ken or Ryu. Then, when the fight begins, player one should push and hold down BACK (so he walks into the side of the screen) while player two (Ryu or Ken) performs a normal Hurricane Kick, but finish the movement with an UP BACK direction before pressing kick – ie, you should press DOWN, DOWN BACK, BACK, UP BACK and either Short or Toward Kick. If all goes well, player two should perform a backwards Hurricane Kick. Quite pointless, but fun to master anyway.

they're within a fraction of defeat. Then, to finish them off, use your repeated grab attack while holding UP. As you take off the last of their energy, and their character falls back, yours will jump into the air. Then simply press any punch or kick button for a slow motion attack. This works best with Dhalsim.

ENTER 'SFII' AS YOUR NAME ON THE HIGH SCORE CHARTS

When asked for your initials, click on 'ED' immediately, and your name will be entered as *SFII*. Excellent, hey?

DIFFERENT ENDINGS

As with the first *SFII* game, there are a whole host of different endings that can be achieved through varying levels of completion. Your ultimate aim should be to complete the game on the hardest difficulty setting without using any continues. For this you're rewarded with the character ending, a special ceremony scene, a special version of the credits where each character smashes a barrel in his/her style (varies between Turbo and Normal mode) and a digitised picture of either the *Champion Edition* art or the *Turbo* art. And if you can pull it off without losing a round, you get a message telling you you're now an 'Expert' at that particular character.

ATTACK EVEN AFTER THE FIGHT IS OVER

Select a character with a grab attack (eg, Dhalsim's Yoga Nugie, E Honda's Knee Smash, Balrog's Head-Butt) and wear down your opponent's energy bar till

DRAGON BALL Z

(Bandai)

- **Never-ending fights**
- **Computer controls your character**

Two more unusual cheats come from Australian Mike Wang for this Japanese anime-based beat-'em-up. To engage in a never-ending fight, wait until the demo begins (two characters start to fight) and reset the game by pressing buttons L, R, SELECT and START. Access the options screen and you'll see the difficulty level has increased to four automatically, so that when you next fight, neither you nor your opponent will lose any energy.

And if you want the computer to fight for you in a battle, just pause the game and press A, B, X, Y at the same time to let the computer take over. When you want to resume control, simply repeat the code. The whole process also works for control over player two if you use the second pad.

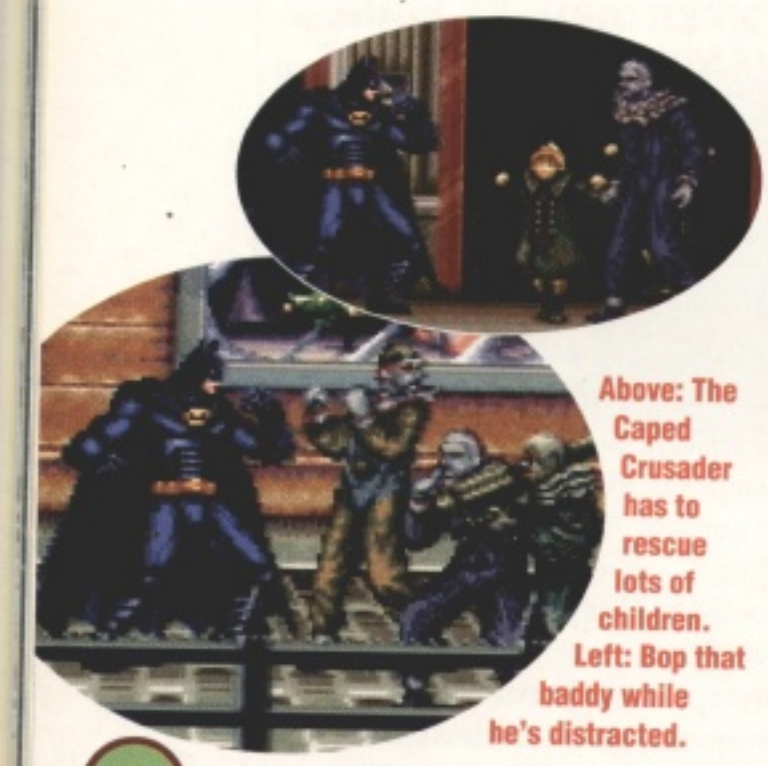
The novel split-screen means that one of you can fight on the ground, while the other is still in the air.

BATMAN RETURNS

(Konami)

- **Nine continues**

Yes, I know we've had the nine lives cheat already, but here's a new one for nine continues. Access the options screen and press UP, X, LEFT, Y, DOWN, B, RIGHT, A , UP and X on controller two. You should hear a small customary Konami chime telling you your endeavours have been rewarded. Thanks to Gamestar of Wells, Somerset for supplying me with that cheat.



Above: The Caped Crusader has to rescue lots of children. Left: Bop that baddy while he's distracted.

A very strange scrolling shoot-'em-up this one, but the graphics are great.

KITARO'S GHOST

(Bandai)

- **Unlimited special moves**
- **Level/difficulty select**

Mike Wang returns with a couple of smarties for this very odd platform actioner. To gain unlimited special moves, simply switch on the machine, wait until the titles appear, and press and hold down the L and R buttons on controller two, followed by START on controller one. Easy money!

Or, if the urge should grab you to select a particular level, once again press L and R on controller two, and then SELECT on controller one. You can now pick a level or alter the difficulty setting to whatever you want.

ACTION REPLAY CODES

I'm still waiting for some really interesting Action Replay codes from you lot. Put a bit of effort into it – *anyone* can work out stuff like infinite lives or energy. However, this month, along with the usual quota of those infinite lives, etc, we do have some hot-off-the-press *Street Fighter II Turbo* codes to wow you.

Final Fight

7E01 5801 – Your score will keep on rising
7E0D 6E0B – Infinite lives

WWF Royal Rumble

7E06 423A – Infinite energy player one
7E06 443A – Infinite energy player two

Hole In One Golf

7E10 A102 – Allows you to get a hole in one every shot

Pop'n Twinbee

7E00 A003 – Infinite Chibis player one
7E00 A203 – Infinite Chibis player two
7E00 9C1D – Infinite energy player one
7E00 9E1D – Infinite energy player two

Super Mario World

7E00 1C00 – Play the 97th level (sort of)
7E0D C2C2 – Carry a Yoshi in the reserve item box into castles, ghost houses, etc

Alien³

7E12 425E – Unlimited energy
7E15 D25F – Unlimited rifle
7E15 DA05 – Unlimited grenades
7E10 A440 – Blue flame thrower always

Street Fighter II Turbo

7E05 30B0 – Infinite energy player one
7E07 30B0 – Infinite energy player two
7E1C 880E – Turbo Turbo edition
7E07 30C0 – Player one can finish the game on the hardest level without touching the controller

Batman Returns

7E05 7600 – One punch kills all clowns, Penguin and Catwoman.
7E00 0100 – Slow motion from level one

Prince Of Persia

7E00 00FF – Doubles the speed of the game

There are too many people to credit individually for this month's Action Replay bit, but rest assured, if your code(s) have been used here, then a *Super Play* pen will be winging its way to you as I write. Oh, and hello to Ravi Nischal, a trusty *Capcom Fanzine* reader!

SUPER BOMBERMAN

(Hudson Soft)

- **Place bomb icons**
- **Three 1-ups plus points**

Whilst playing a normal game, collect two or more bombs from around the screen, and then simply hold down the L button, followed by A (without letting go of L). Bomberman should now place bomb icons instead of normal bombs which, if picked up by the enemy, will kill them. W Wong of Cheshire supplied us with that droplet of wisdom.

As if that wasn't enough for you, Ian Crome of Norwich has found a hidden bonus on level 1-2. After you've cleared the screen, find the exit and throw a bomb in it. If all goes well it should release a baddy and place an Ice Cream icon somewhere on the screen. Just waste the baddy and pick up the Ice Cream for a quick 50,000 points and three extra lives. Lots of thanks to Ian for that bombastic little tip.

There's lots and lots of bombs in *Super Bomberman*. (*You're fired – Ed.*)

AXELAY

(Konami)

- **Infinite lives**

A fairly old tip, this, but just in case someone out there doesn't know it yet, John Au Yeung is here to get you up-to-date on this graphically stunning shooter. Pause the game, unpause it, pause again, and press SELECT, UP, DOWN, LEFT, RIGHT, Y, B, X, A.

THAT'S ALL FOLKS!

I'm afraid that's all we have room for this month. Get writing and send in some more of your tips.

YOU'VE BEEN HAD DEPT

Guess what? Joel Howard of East Sussex won a highly coveted *Super Play* pen for informing me of a 'cool secret' he's found on *Street Fighter II*. Apparently, if you reach M Bison on level seven, scoring double perfects all the way, and then go four rounds with him without either of you hitting each other, Ryu's sensei Shen Long will magically descend from the sky, throw Bison off, and launch into a deadly assault on you. 'He's really hard,' Joel insists 'but stick at it, 'cos if you beat him you get an excellent end sequence.' Dear, dear Joel, you really did pick the wrong man to try to hoodwink. (*You really did, Joel – Ed.*)

Being a great fan of Capcom, and in particular *Street Fighter II*, I happen to know for a fact that the fabled Shen Long does not, and has never, existed. The story started life in an American games magazine as an April fool, and, despite their subsequent confession, Shen Long has still gone on to become something of a legend among *SFII* players. Rumours that Capcom were so impressed with the idea that they have given him a role in the forthcoming *Street Fighter III* are only rumours...

COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH

To the victor... £10,000

Remember this guy? Last year, Allan Brett became a celebrity overnight after he scooped the National Games Championships. Not only that though – as well as the glory, he also walked off with £10,000 IN HARD CASH.

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On this page you'll see the dates and venues for the first round eliminators. They're being held in Virgin Retail outlets in the major cities of Britain over the next few weeks.

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Pinball Fantasies - CD32

Thunderhawk - MEGA CD

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The second Future Entertainment Show

THE DATES AND VENUES...

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FALKIRK	Games Centre
EDINBURGH	Games Centre
GLASGOW	Megastore
	Megastore

Final on 22 October
GLASGOW
5 heats

25 – 28 October

BOLTON	Games Centre
STOCKPORT	Games Centre
MANCHESTER	Megastore
BIRMINGHAM	Megastore
COVENTRY	Megastore
BROMLEY	Games Centre
CROYDON	Games Centre
GUILDFORD	Games Centre
ILFORD	Games Centre
KINGSTON	Games Centre
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WATFORD	Games Centre
MARBLE ARCH	Megastore
MEGASTORE	Megastore
BRISTOL	Games Centre
CARDIFF	Megastore
DUBLIN	Games Centre
	Megastore
BELFAST	Megastore
GATESHEAD	Games Centre
NEWCASTLE	Megastore
SHEFFIELD	Games Centre
	Megastore
NORWICH	Megastore

Final on 29 October
MANCHESTER
3 heats

BIRMINGHAM
2 heats

MARBLE ARCH
9 heats

CARDIFF
2 heats

DUBLIN
2 heats

BELFAST
1 heat

NEWCASTLE
2 heats

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2 heats

NORWICH
1 heat

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PLAY BACK

HYPER EXCITING READER'S VOICE

This month in Play Back: an *Aguri Suzuki* fan speaks; more Chun Li/M Bison speculation; a mistake; a poem; the Super Nintendo in Spain; CD ROM – should they or shouldn't they? And hundreds more interesting things.

'DO YOU SEE'

Regarding the letter from Joanne Wilcox from Retford in issue 10: her pen pal in Hong Kong reckons Chun Li is M Bison's daughter. If that's the case, why when you finish *SFII* with Chun Li, do you see her leaning over a grave saying 'I have defeated M Bison and avenged your death, father'. Get out of that one Perry.
Yours faithfully,
R Thompson, Tamworth.

Unless... M Bison *is* Chun Li's father, but at some point he was converted to the 'dark side' (as it were). So when she kills him, she avenges the 'death' of the good father she once knew. And who's Perry?

'DERANGED NEW AMERICAN'

I had just started reading your article on the Consumer Electronics Show in the August edition of *Super Play*, when I came across a piece about the Chicago Bulls beating the New York Giants at basketball.

How can this be? The New York Giants are an American football team. Was this just a printing error, or some kind of deranged new American sport – basket football, perhaps? The team I think you were looking for is the New York Knicks.
Yours sincerely,
Glen Atkinson, Cleethorpes.

We knew that. But the New York Knicks? *Knicks?* It just sounded silly, frankly.

'OH NO! OH NO!'

I'd just like to say thank you for your Supermarket section, because I've recently bought *Super Tennis* (and what a bonkers game it is) using your facility. I thought I'd send you a poem about it:
Oh no, oh no!
My tale of woe.
Some of my games have got to go.
I've played them and I have no doubt,
Of playing them I'm tired out.
I need some new ones, that's no joke,
But what do you do when you're stone broke?
But wait! At last an idea comes!
No need for worry or for sums!
I'll advertise in my favourite mag,
I'll swap a game, a light, a bag!
(*Eh? – Ed.*)
I'll request a game that's new and exciting,
With thrills of racing or street fighting.
So I won't delay, I'll write today,
And to advertise, I won't even pay*.
(*Only if I advertise in *Super Play*.)
Yours poetically,
Gerard Mcauley, Sutton Coldfield.

We'll send the postie o'er hill and fen,
Bravely bearing your *Super Play* pen.
But this, you're assured, is the very last time,
We'll print a letter that's written in rhyme.

'THREE DAYS AGO'

Being a devoted Formula 1 fan I bought *Aguri Suzuki's Super F1 Driving* three days ago and would like to make a number of points about it.
1) In your review you said it was difficult to see up-coming corners. If you look at the sides of the track there is a red and white kerb which appears just before the corner on the inside. With this warning,

THE SUPER PLAY INTERESTING-O-METER

To help keep these the best letters pages there are, here's a quick guide to what's topical just now:

HOT
CD ROM debate
Whether or not you agree with our reviews

NOT
***SFII* boss codes**
Your poetry
Chun Li/M Bison

WONDERFUL WORLD OF SNES

In which we invite *Super Play* readers from around the world to lend a little international flavour to these pages.

'THE MIDDLE OF THE SAHARA DESERT'

Hello to everybody at *SP*! I'm a Spanish boy who is wishing to let you know what we think here about *Super Play*. Well, I honestly must say that it is... marvellous! But there's a problem: I've found only one newsagent where I can get my mag, and if I get late (a day or two), I can't get it, 'cause somebody else went there and took it before me. Living in a big city like Madrid, and not in the middle of the Sahara Desert, it is a big disappointment. I think it's a problem concerning distribution, so can't you or Future Publishing do anything about this? After all, I think that the Spanish owners of a SNES have the right to get *Super Play* every month without having to plant a tent in front of the newsagent and waiting there day and night until the right day comes.

But I've been able to get your mag from issue 6 'til now, and it's the best SNES mag I've read, not like the official Nintendo Spanish mag and other stuff.

I think your 'anime' coverage is brilliant (keep on it). I've become an anime lover since I read it. And we're very lucky in Spain, with *City Hunter, Dragon Ball, Dragon Ball Z, Dragon Quest* and others being broadcast in TV. *Dragon Ball* and its sequels are big stars here, and the import Japanese game *Dragon Ball Z* 16 megs is being sold largely, in despite of its high price (17,000-19,000 pts, with the usual price of games between 6,900-11,000 pts). And talking about prices, do you know anything about lower price of games? It would be a nice notice. (Sega is doing it and it seems to be a very big success, with Sega owners everywhere and SNES owners trying to form a circle with their machines.)

And there's other thing I want to ask you about: Nintendo has taken control of distribution in many European countries, but not in Spain. Why? (And don't answer 'Because Spain is different'.) The local distributor, ERBE software, is out of order, and we're still waiting for things like *Starwing*...
Yours SNESously,
Raúl López, Madrid, Spain.

If getting hold of *Super Play* really is that tough in Spain, all we can suggest is that you – yes – get a subscription. Failing that, surely a Spanish newsagent would keep a copy under the counter for you.

The page for all you budding artists...

ENVELOPE ART!

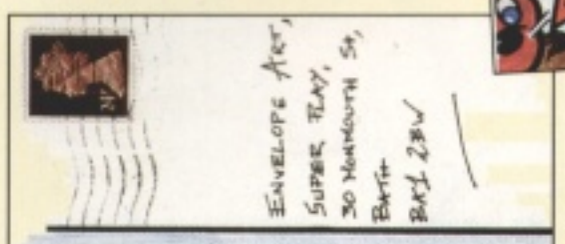
Though the decorated envelopes we've printed here are completely fab, we're slightly disappointed that more of you aren't putting paint to paper and proving what a talented lot you really are. Decorated envelopes are only just trickling into the office these days, and we don't have a massive amount to choose from.

So come on you lot, get cracking and send us your masterpieces today, so we can print a whole page of your art next issue. The address, as usual, is: Envelope Art, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

This rather lovely *Pop'n Twinbee* envelope comes from Gary Morris from Sutton Coldfield.

Charles Hatcher from Braintree, Essex has drawn this brilliant *UN Squadron*-type girl, who we reckon is the better pilot of the three you can choose between. And she's much prettier, too.

Right: *Street Fighter II*'s Chun Li and E Honda drawn in soft focus comes from Oliver Bray of Fleet, Hampshire. Above: Tim Luckhurst from Redbourn, Herts sent in this bright and cheerful *Super Bomberman*-inspired effort.



T-SHIRT WINNER!

Not content with winning last month's Envelope Art T-shirt, Steven Henderson from Penrith, Cumbria has sent in another stunner, featuring just about everyone.

surely you can use your reactions to get you round the corners, because I don't describe myself as an expert games player by any means, but I can manage it all right. Also, a tip: get on the inside approaching a bend and this will allow you more time to turn.

2) It's too damned easy. On Championship Mode I won every single race from the second one onwards by a margin of at least 45 seconds, and that included having up to three tyre stops on some of the courses.

3) Nigel Mansell *always* qualifies last but finishes within the top five.

4) Aguri Suzuki himself doesn't actually appear in the championship (presumably to hide his embarrassment).

5) And lastly, how do you get to race on the American and Russian GPs against a full field, because when you win a season it says 'now try the Russian Grand Prix', but if you try to continue the season it just puts you back to Adelaide again?

Yours faithfully,
Martin Wood, Seaford.

Maybe it's a joke or something. Anyway, red and white kerbs and little arrows are all very well, but wouldn't it be nicer to actually see the corners you're meant to be driving round? Otherwise, how about just having a blank screen, with messages like 'Press LEFT now' and 'Press RIGHT now' appearing on it every few seconds?

KINDLY LEAVE THE STAGE

Further examples of why this is the least popular section in *Super Play*.

If you think you can do any better than this, which you surely can, write to: Kindly Leave The Stage, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

There were these two water buffalo lounging around in a mud pool in Africa. Suddenly, one of the water buffalo turns to the other with a quizzical expression and says: 'Y'know, I keep thinking it's Thursday.'
Peter Brodie, Cronulla, Australia.
1/10

Q What do you call a woman with a slate on her head?
A Roof.
Stephen Erlebach, Molesey.
0/10

Q What's the difference between an ox and a bison?
A You can't wash your hands in an ox.
Joanne Menzies, Letham.
-2/10

NINTENDO CD ROM: THE GREAT DEBATE

Should we all sell our SNESes now? Or could Nintendo have got it right after all?

'I WANT TO LEAD'

'Welcome to the next level' – Sega's slogan for the American and Mexican market. Hmm, not very inspiring, but apt anyway.

It seems to me that Sega have always held the lead over Nintendo. Their 16-bit console came out a year before Nintendo brought out their Super Famicom and, just as Nintendo's machine is finding its feet here, Sega bring out a CD console, far better than any cartridge-based machine. Nintendo's 'much better' CD console will reputedly be out in three years' time, and by then no doubt Sega will have something far greater to keep in front.

I bought a SNES after I read *Total!*'s article back in issue 2, because I wanted a console that would be better than any other. But now I see I would have done much better by buying a Mega Drive. The games are cheaper and easier to get hold of; they aren't always cute and cuddly (something I hate about SNES games); they aren't all computer conversions, film licences, coin-op conversions and sequels. And now that the Mega CD is out, the SNES' hardware is banal and old-fashioned. The Mega CD produces much better 3D (*Slipheed* easily beats *Starwing*), it now has a six-button joypad, better sound and graphics, and it has many new original games in the pipeline.

You said yourself in the CES report that: 'The Big N has rather lost its momentum and doesn't quite know what to do next. Oh dear.' Really, I want to lead the pack instead of following it, so can you give me one good reason why I should join the innovators and leave the imitators?

Yours sincerely,
Arthur Smyth, Virginia Water.

'TAKE NO NOTICE OF MATT BIELBY'

Firstly, I'd like to say that I know I'm maybe in a minority, but if Nintendo have cancelled the CD ROM for now, I'd like to say well done for having such sense. You only have to look at the Mega CD. Despite a lengthy and expensive (and pretty crap) advertising campaign, there are still very few games available for it, and none of the major software houses support it fully. I'm in no way knocking software houses here, but I don't think they know how to use it effectively, due to the very nature of the machine.

I also think that it's too soon to be introducing a 'new format' machine onto the market. After all, in the early '80s, 8-bit machines were the market leaders. Then came the Ataris and Amigas – for five or six years, they were the leading machines. I mean, for goodness sake, the SNES has only been in existence for three years – one in the UK!

Nope, CD ROM will have its time, and you only have to look at games like *Starfox* to see that the immense possibilities of cartridge based games, on the SNES at least, have only just begun to be utilised. So take no notice of Matt Bielby's rather downhearted CES report, and look forward to the next wave of brilliant carts. Because, as the ad says, *Starfox* is only the first of a new breed.

Yours sincerely,
J Rennie, Taunton.

'HORRIFIED'

The Super NES CD is only going to be released (at the earliest) in late 1995 or early '96! That's at least 18 months! Taking into account that elsewhere in your magazine Matt Bielby said: 'In this industry six months can be a very long time indeed', that gives the 'opposition' *ages* to bring out decent software and get a massive lead over Nintendo.

Secondly, you point out that Nintendo *is* going to release a 32-bit console with a dedicated CD drive. Does this mean that the existing SNES won't be receiving a CD drive, and that I will have to fork out for a new system?

Yours horrifically (sic),
William Dawson, Craigavon.

'STREAM OF BOG'

I am writing this letter in defence of Nintendo's decision to delay the launch of the SNES CD until late 1995. Many people (including some at *Super Play*, it seems!) doubt Nintendo, saying 'Won't Sega and 3DO have too much of a lead in the software market?' and 'By choosing to do nothing for a bit and so avoiding a short-term risk, aren't Nintendo making a long-term mistake?'

I think Nintendo know what they are doing. When you look at how successful the company is, it's hard to believe they would delay the release of the SNES CD without a good reason. I'm pleased that the CD system won't be coming out for a few years because, having just bought a SNES, I would hate to see all the good games coming out for the Super CD while I had to put up with a slow stream of bog-standard games on the SNES itself. Let's not forget that the SNES is the best games machine out at the moment, beating anything Sega has to offer.

Yours *Super Play*ingly,
Matthew Hart, Southwold.

Arthur Smyth seems to have an over-inflated opinion of Sega, and the Mega CD in particular. The SNES may have appeared later than the Mega Drive, but while the Mega Drive was based on proven (tired?) technology, the SNES had features that hadn't been seen before, even in expensive computers. As for the Mega CD, even Mega Drive mags would acknowledge that the system can't be much longer for this world. All it adds to the Mega Drive is a) huge amounts of storage, which is great for doing full-motion video and CD quality sound, but adds nothing in terms of gameplay, and b) a few bits and pieces that *just about* bring the system up to a par with the SNES – one without a Super FX chip added to it, that is. *Slipheed* might look smart in magazine pictures, but those 3D polygons aren't generated in real-time like *Starwing*'s. They're pre-drawn and move around passively, and look the same every time you play. In fact, the only really impressive Mega CD game we've seen is *Thunderhawk*, and even that could be done with a SNES plus Super FX chip. There's no need to spend £350-odd on a Mega CD system. Significantly, the Mega CD has sold zilch in Japan, where most of the best games come from.

Given all that, what would we gain from Nintendo launching a similar add-on system now? CD technology can contribute a lot to games, but only if, as Nintendo now realise, it's designed into the system from the start. A tacked-on CD drive adds little more than pose value.

So Matthew Hart is right. The SNES still has loads to offer, and will be with us for years to come. It would be a shame to see it snuffed out in its prime. Stick with it, folks!

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Super Play's High Score Table

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WHAT CART?

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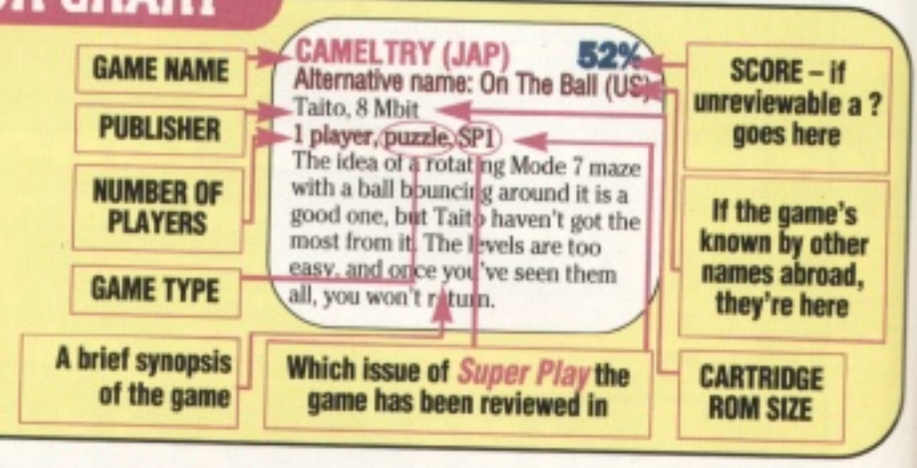
Over 300 – yes *300* – Super Nintendo games are listed in this month's What Cart? There are 305 of them here, in fact. Plus. PLUS! At least another 15 games are reviewed this ish. Who says you're not spoilt for choice?

If you can think of a SNES game we've missed from our listing (RPGs don't count!), then write us a What Cart?-style review and send it in – you might even get a fab *Super Play* T-shirt for your trouble. The address to write to is: What Cart?, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

KEY TO YOUR CHART

You wouldn't believe how easy *What Cart?* is to understand. Perhaps this diagram might go some way towards convincing you, though:


GAME NAME
PUBLISHER
NUMBER OF PLAYERS
GAME TYPE
A brief synopsis of the game
Which issue of Super Play the game has been reviewed in
CARTRIDGE ROM SIZE
If the game's known by other names abroad, they're here
SCORE – If unreviewable a ? goes here
CAMELTRY (JAP) 52%
Alternative name: On The Ball (US)
Taito, 8 Mbit
1 player, puzzle, SP1
The idea of a rotating Mode 7 maze with a ball bouncing around it is a good one, but Taito haven't got the most from it. The levels are too easy, and once you've seen them all, you won't return.

ACROBAT MISSION (JAP) 38%
Teichiku, 8 Mbit
1 player, shoot-'em-up, SP2
A despicably feeble vertical scrolling blaster. To be avoided.

ACTION PACHIO (JAP) 42%
Coconuts Japan, 8 Mbit
1 player, platform, SP9
A crap, slow *Sonic* lookalike that barely manages to crawl along. Boring stuff.

ACTRAISER (JAP/US/UK) 90%
Enix/Quintet, 6/8 Mbit + BB
1 player, action/RPG, SP2
A brilliant combination of strategy and platform action. Graphically great, and the music's brilliant, but make sure you buy the UK or US version.

THE ADDAMS FAMILY (JAP/US/UK) 82%
Ocean, 8 Mbit
1 player, platform, SP1
A polished and enjoyable romp, with adventure, puzzle and shoot-'em-up bits. Challenging and frustrating in places, but passwords allow quick completion.

THE ADDAMS FAMILY IN: PUGSLEY'S SCAVENGER HUNT (US/UK) 90%
Ocean, 8 Mbit
1 player, platform, SP7
The second *Addams Family* platform game, and it's even better than the first. It's well designed, huge, challenging, gorgeous-looking and great fun to play. Highly recommended.

AEROBIZ (US) 69%
Alternative name: Air Manager (JAP)
Koei, 8 Mbit
1 to 4 players, strategy, SP7
An airport management sim that has its moments, but is too serious for its own good. Well presented, but there's not enough here to hold your interest.

ALIEN³ (US/UK) 84%
Acclaim, 8 Mbit
1 player, shoot-'em-up, SP9
Accurate platform film conversion with great graphics, fabulous weapons and some nice music. Big, too.

ALIENS VS PREDATOR (JAP) 28%
IGS, 8 Mbit
1 or 2 players, beat-'em-up, SP6
An unoriginal beat-'em-up, with a neat central concept, but dire gameplay and no explanation of the plot. Avoid.

AMERICAN GLADIATORS (US) 16%
Gametek, 8 Mbit
1 to 16 players, sport, SP10
Oh dear. A *very* sad attempt at reproducing the tacky-but-appealing gameshow. Avoid.

ANOTHER WORLD (UK) 81%
Alternative names: Outer World (JAP), Out Of This World (US)
Interplay, 8 Mbit
1 player, platform, SP1
The graphics are superb, the action is varied, and there are lots of great cinema-style close-ups' – a true original. Too short, however.

ARCANA (US) 65%
Alternative name: Card Master (JAP)
HAL, 8 Mbit + BB
1 player, RPG
An RPG based around a 3D perspective (like *Dungeon Master*) sounds good, but proves plodding – the combat scenes are long and drawn out. Graphically it's not bad, and the music is well done, but it's only really for die-hard RPG fans.

ASTERIX (UK) 70%
Infogrames, 4 Mbit
1 or 2 players, platform, SP11

Although it ain't exactly an original concept, it's bright and cheerful to play.

ASTRAL BOUT (JAP) 40%
A-Wave, 8 Mbit
1 or 2 players, sport
A wrestling/fighting game, and not a good one. Graphically not a complete disaster, but the sprite collision and playability are ropy. When you think you could buy *SFII*, what's the point?

AUGUSTA MASTERS 3D GOLF (JAP) 79%
T&E Soft, 8 Mbit + BB
1 to 4 players, sport
The first 3D golf game on the Super Famicom, and still good despite Jap text. Graphically it's a mixture of bit-maps and polygons, and it works well.

AXELAY (JAP/US/UK) 85%
Konami, 8 Mbit
1 player, shoot-'em-up, SP2
So *Axelay*'s a bit thin gameplay-wise. But – ooh! – those graphics! They maybe the most impressive ever! There're some fab baddies, too, and it alternates between neat horizontal and vertical scrolling.

BART'S NIGHTMARE (JAP/US/UK) 86%
Acclaim, 8 Mbit
1 player, action, SP1
The formula may not sound promising – lots of little sub-games rather than one big one – but this is absolutely superb, and very weird. Wonderful graphics and lots of humour, and it's challenging.

BATMAN RETURNS (JAP/US) 87%
Konami, 8 Mbit
1 player, beat-'em-up, SP7
A straightforward, but beautifully-put-together, scrolling beat-'em-up, which captures the mood of the film perfectly.

BATTLEBLAZE (JAP/US) 42%
Sammy Corp, 8 Mbit
1 or 2 players, beat-'em-up
An awkward game that's nowhere near as good as its contemporaries (*SFII* and *Ranma 1/2*). The graphics are okay, the sound's okay, but the gameplay's dire. There's quite a reasonable range of moves, but you could do so much better.

BATTLE CLASH (US/UK) 48%
Nintendo, 8 Mbit
1 player, shoot-'em-up, SP3
This is the first stand-alone game released for the Super Scope. A shame that it's short lived and awful. Cheaper than your average import, though.

BATTLE GRAND PRIX (JAP/US) 56%
Naxat, 8 Mbit
1 or 2 players, driving
Remember *Super Sprint*, the coin-op? Well, imagine a version of it (ie an overhead-view driving game) where you can only see a tiny area of the track, and have to rely on signals to warn you of corners. It's 'challenging'.

BATTLETOADS IN BATTLEMANIACS (US) 80%
Trade West, 8 Mbit
1 or 2 players, beat-'em-up, SP11

Loads of fighting moves and great animation make for a varied and fun beat-'em-up.

BEST OF THE BEST (US/UK) 50%
Alternative name: Super Kick Boxing (JAP)
Electro Brain, 8 Mbit
1 or 2 players, beat-'em-up, SP5
Let's be honest: this is a kick boxing game, not a karate one. Treated as such it gets the job done okay. But, as with any game that comes within a mile of the word 'boxing', it gets boring fast.

BIG RUN (JAP) 34%
Jaleco, 8 Mbit
1 player, driving
After a promising start, the abysmal graphics and virtually non-existent gameplay make for what is surely the worst driving game on the system. (Nothing like the original coin-op.)

BILL LAIMBEER'S COMBAT BASKETBALL (US) 26%
Hudson Soft, 4 Mbit
1 or 2 players, sport
Originally an Amiga game called *Future Basketball*, this plodding *Speedball* clone is a unusually poor release from Hudson Soft.

BIO METAL (JAP) 71%
Athena, 8 Mbit
1 player, shoot-'em-up, SP8
On 'Hard' setting this is a good, solid shoot-'em-up, only marred by slight slow-down and a lack of originality.

BIRDIE TRY (JAP) 28%
Toho, 8 Mbit
1 player, sport
A terrible golf game with a truly appalling Mode 7 course. Avoid.

BLAZEON (JAP/US) 42%
Atlus, 8 Mbit
1 player, shoot-'em-up
A tacky horizontal scroller with anime-style robots in. It's different, but it's so crude and jerky. Not one to go for – there are better shoot-'em-ups around.

THE BLUES BROTHERS (JAP/US) 68%
Titus, 4 Mbit
1 or 2 players, platform, SP7
This has little to do with the film (except that it's got Jake and Elwood in), or the Amiga original. It's okay (quite nice, in fact), but doesn't match up to *Mario* etc.

BOB (US/UK) 54%
Electronic Arts, 8 Mbit
1 player, platform, SP8
Oh dear. Platform games aren't really EA's forte, and on this nondescript, awkward-to-control, and very average looking release, it shows.

BOMBUZAL (JAP) 48%
Alternative name: Ka-Blooey (US)
Kemco, 4 Mbit
1 player, puzzle
Clear bombs from mazes of tiles by setting off chain reactions, without getting blown up. The levels are well designed and hard to negotiate, but the graphics are dreary, and it's boring.

BRASS BOSS (JAP) 56%
Alternative name: Doomsday Warrior (US)
Lazersoft, 8 Mbit
1 or 2 players, beat-'em-up, SP4
Another *SFII* wannabe that doesn't make the grade. The graphics are okay, and it plays okay, but *SFII* is so much better.

BUBSY IN: CLAWS ENCOUNTERS OF THE FURRED KIND (US) 77%
Accolade, 16 Mbit
1 player, platform, SP10
Despite the hype, this is no *Mario* or *Sonic*. Still, on its own terms it's a very playable platform game.

BULLS VS BLAZERS (JAP/US) 83%
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP5
A good, solid basketball game with the emphasis on accuracy and detail at the expense of slick graphics. Challenging.

CACOMA KNIGHT (JAP/US) 36%
Datam, 4 Mbit
1 or 2 players, puzzle, SP4
A tedious variant of *Painter*, the ancient coin-op. It does its best to brighten up things with some special backdrops, but even they're not good enough to save it.

CALIFORNIA GAMES II (JAP/US) 22%
DTMC, 8 Mbit
1 or 2 players, sport, SP7

A crap multi-event sports 'sim', with ridiculous games, poor graphics, and little to actually do.

CAL RIPKIN JR BASEBALL (US/UK) 70%
Mindscape, 8 Mbit
1 or 2 players, sport, SP7
A serviceable baseball game, with no real flaws, but *Pro League '93* is better.

CAPTAIN TSUBASU 3 (JAP) ?%
Tecmo, 8 Mbit + BB
1 or 2 players, sport
A football management game, based on a Jap comic hero! Dynamic match highlights, but unless you can read Japanese, and have tons of patience, stay away. Impossible to judge.

CAVEMAN NINJA 2 (JAP) 58%
Data East, 8 Mbit
1 player, platform, SP5
The sequel to *Joe & Mac* (sort of), reasonably playable, and offers a fair amount of long-term challenge. There are hundreds of better games around.

CB WARS (JAP) ?%
Banpresto, 8 Mbit
1 or 2 players, action/RPG
Strange anime scroll-along-and-whack-nasties-type of game. RPG elements and lots of Japanese text make this a poor choice. Impossible to judge.

CHESSMASTER (US/UK) 55%
Mindscape, 4 Mbit
1 or 2 players, board, SP7
It *does* play chess. (It can beat us.) The rest of it's rubbish though, with terrible sound and a sad options menu being particular 'high' points.

CHESTER CHEETAH (JAP/US) 58%
Kaneko, 8 Mbit
1 player, platform, SP6
Bright, colourful platform game, based on Cheetos' (American cheese snack) advertising critter – good for younger players, but it lacks challenge.

CHUCK ROCK (US) 61%
Sony Imagesoft, 8 Mbit
1 player, platform, SP4
A well put together Stone Age platform

game, with lots of imagination and fun touches, but it's all a bit bland and dull.

CLUE (US) 46%
Parker Brothers, 4 Mbit
1 to 6 players, board, SP7
A board game conversion that does its job (playing *Cluedo*) okay, but offers nothing extra. Expensive for what it is.

COMBATRIBES (JAP/US) 57%
Technos, 12 Mbit
1 or 2 players, beat-'em-up
A very dull game that makes absolutely no attempt to save itself with any pick-upable weapons or interesting levels.

COOL WORLD (US/UK) 52%
Ocean, 8 Mbit
1 player, action, SP8

Gorgeous graphics, and fairly true to the film, but there's hardly any gameplay hidden beneath the flash – a shame, after the excellent *Pugsley*.

COSMO GANG (JAP) 70%
Namco, 8 Mbit
1 or 2 players, shoot-'em-up, SP3
A *Galaga*-style shoot-'em-up that doesn't match up to the ancient coin-op in the gameplay stakes. A fun two-player mode, and some lovely graphics and sound, but spoilt by infinite continues.

COSMO GANG: THE PUZZLE (JAP) 58%
Namcot, 4 Mbit
1 or 2 players, puzzle, SP7
The *Galaga*-lookalikes return in a colourful, *Tetris*-inspired puzzle game. There's some decent strategy here, but it won't hold your interest for long.

CYBERNATOR (US) 91%
Alternative name: Assault Suits Valken (JAP)
NCS Masiya, 8 Mbit
1 player, shoot-'em-up, SP5
The (imaginary) principle of assault suits is a fab basis for a game, but, oddly, this is the first to properly use it. This is a brilliant (very Japanese) shoot-'em-up, dripping with high technology and boasting some great explosions.

DARIUS TWIN (JAP/US) 74%
Taito, 8 Mbit
1 or 2 players, shoot-'em-up
Lacking in levels for a *Darius* game – but this isn't all bad. Good graphics, okay sound and not too much slow-down make it a reasonable buy, though it's not challenging in the first few levels.

DAVID CRANE'S AMAZING TENNIS (JAP/US) 80%
Absolute Entertainment, 8 Mbit
1 or 2 players, sport, SP3
This *looks* like the best tennis game yet. The 3D perspective works well – till you take control of a player at the other end. A restricted viewpoint makes it hard to serve and return – a split screen would have been better. *Super Tennis* still rules.

DEAD DANCE (JAP) 78%
Alternative name: Tuff E Nuff (US)
Jaleco, 16 Mbit
1 or 2 players, beat-'em-up, SP8
Another pretender to *Street Fighter II*'s best beat-'em-up title, and – with oodles of moves and well-balanced gameplay – probably the closest yet.

DESERT STRIKE (JAP/US/UK) 90%
Electronic Arts, 8 Mbit
1 player, shoot-'em-up, SP4
An addictive chopper-based shoot-'em-up with helicopteriness pouring out of it. Just like flying round a desert blowing things up with missiles (only not so hot and sandy).

DEVIL'S COURSE (JAP) 80%
T&E Soft, 8 Mbit
1 to 4 players, sport, SP8
This looks like ordinary golf, till you realise how wild the (totally made up) courses are. Fun, but not very serious.

D FORCE (JAP/US) 22%
Asmik, 8 Mbit
1 player, shoot-'em-up
A crap blaster with maybe the worst graphics, sound and playability on the SNES. Mode 7 makes the useless visuals look blocky. Awful sound, too.

DINOSAURS (JAP) 83%
Alternative name: Dino City (US)
Irem, 8 Mbit
1 player, platform, SP1
One of our fave platform games, this has fab graphics, cute characters and plenty of amusing bits. But it's too easy to finish. We love it anyway, though.

DIRTY CHALLENGER (JAP) 34%
Yutaka, 8 Mbit
1 or 2 players, sport
Yet another dire wrestling game. This time it includes some very dubious 'grapples' – you could be mistaken for thinking it was all a bit, well, dirty.

DORAEMON: WORLD OF FAIRIES (JAP) 56%
Epoch, 8 Mbit
1 player, platform, SP10
Cute(ish), but full of Japanese text, and we still can't find much of a game here.

DRACULA KID (JAP) 82%
Naxat, 8 Mbit + BB
1 player, arcade adventure, SP10
An imaginative and very cute adventure game. If you liked *Legend Of The Mystical Ninja*, you'll just love this.

DRAGON BALL Z (JAP) ?%
Bandai, 8 Mbit + BB
1 player, RPG
The original Japanese *Dragon Ball* anime series appeared on the 8-bit Famicom, but this new version is the first one available for the Super Famicom. An RPG with combat scenes and loads of Japanese text. Very 8-bit in look too. Impossible to judge.

DRAGON BALL Z (JAP) 73%
Bandai, 16 Mbit
1 or 2 players, beat-'em-up, SP8
An original beat-'em-up, with lots of special moves, fabulous anime graphics, and very *weird* presentation. As it has specialist appeal, it's unlikely to get a UK release.

DRAGON'S LAIR (US/UK) 82%
Elite, 4 Mbit
1 player, platform, SP1
Looks gorgeous, plays well and is far better than the straight conversion of the coin-op on other machines. But the frustrating difficulty level hides a game that's not as long as it could be.

DRAGON QUEST V (JAP) ?%
Enix, 12 Mbit + BB
1 player, RPG
The biggest selling game in Japan is a sprawling RPG with loads of Japanese text, to be translated for a US release this year in the *Dragon Warrior* series. Primitive graphics, and very Japanese.

DRAKKHEN (JAP/US/UK) 64%
Kemco, 8 Mbit + BB
1 player, RPG, SP4
Based on a French 16-bit computer RPG adventure, this has okay graphics but an awful combat system. Most people will find this a real bore, but if you *are* tempted, get the US or UK version.

EARTHLIGHT (JAP) ?%
Hudson Soft, 8 Mbit + BB
1 player, strategy
Based on a popular PC Engine game called *Nectaris*, this is an interplanetary space strategy affair, but there's enough Japanese in here to make it tricky to work out. Avoid. Impossible to judge.

ELFARIA (JAP) ?%
Hudson Soft, 12 Mbit + BB
1 player, RPG
Great character graphics make this game more appealing than most, but the heavy use of Japanese text may cause major problems. Impossible to judge.

EVIL SWORD (JAP) 55%
Datam Polystar, 8 Mbit
1 player, platform, SP7
A colourful, bizarre, very Japanese and not very good slice-'em-up, featuring a girl running around swiping things with her sword.

EXHAUST HEAT II (JAP) 83%
Seta, 8 Mbit + BB
1 player, driving, SP8
With more tracks than the original game, lovely parallax scrolling, and plenty of speed, this is great fun – like a more realistic *F-Zero*. No two-player mode though, and some juddering.

EXTRA INNINGS (US) 64%
Alternative name: Ganba League Baseball (JAP)
Sony Imagesoft, 8 Mbit + BB
1 or 2 players, sport, SP2
Baseball's tricky to translate well to a games machine, but this makes a good job of it, with cute characters and slick action. The sequel, *Pro Baseball League '93*, is even better.

F-1 EXHAUST HEAT (JAP/UK) 69%
Alternative name: F1 ROC (US)
Ocean/Seta, 8 Mbit + BB
1 player, driving, SP2
Your car's a bit small, and you don't get much warning of corners. But at least you get a 3D view of the track. Not our fave game, but some people love it.

F1 GRAND PRIX PART II (JAP) 52%
Video System, 12 Mbit
1 player, driving, SP8
A difficult overhead view driving game – only really any fun if you persevere.

FACEBALL 2000 (JAP/US) 54%
Bullet-Proof Software, 4 Mbit
1 or 2 players, shoot-'em-up, SP3
On the Game Boy this 3D maze shoot-'em-up is good fun, but the SNES conversion suffers badly. Slow, jerky 3D, and confusing with two players. Poor.

FAMILY DOG (US/UK) 39%
THQ, 8 Mbit
1 player, platform, SP9
Based on an obscure American cartoon, this *Home Alone*-alike is funny in places, but the gameplay is a real dog.

THE FANG OF EDO (JAP) 49%
Micro World, 8 Mbit
1 player, action, SP9
Odd scrolling slash-'em-up looks okay (when it's not slowing down), but lacks interesting action.

FATAL FURY (JAP/US) 76%
Takara, 12 Mbit
1 or 2 players, beat-'em-up, SP4
One of a growing number of *Street Fighter II* lookalikes. Looks okay, plays fine (though the controls are very awkward), and worth considering.

FINAL FANTASY II (US) 86%
Alternative name: Final Fantasy IV (JAP)
Square Soft, 8 Mbit + BB
1 player, RPG
In Japan this is the fourth in a popular series. This is the first version for the Super Nintendo, and while it's graphically basic, the lovely music and the involved quest lift it way above lesser RPGs.

FINAL FANTASY V (JAP) ?%
Square Soft, 16 Mbit + BB
1 player, RPG
A huge-selling RPG to be translated and retitled *Final Fantasy III* in the US. Buy that one, unless you're fluent in Japanese. Impossible to judge.

FINAL FANTASY: MYSTIC QUEST (US) 79%
Square Soft, 4 Mbit + BB
1 player, RPG, SP3
A spin-off younger player's version of the popular *Final Fantasy* RPG series that's a fun and involving quest for role-playing beginners. It's also cheaper than most releases.

FINAL FIGHT (JAP/US/UK) 86%
Capcom, 8 Mbit
1 player, beat-'em-up, SP1
The best walking-along-beating-people-up game on the SNES. Brilliant graphics, varied opposition and great moves. But it lacks a two-player mode, and gets dull.

FINAL FIGHT 2 (JAP) 75%
Capcom, 10 Mbit
1 or 2 players, beat-'em-up, SP10
Lovely graphics, a much-needed two-player mode, some good tricky bits, and slightly more depth than it first appears make this probably the best scrolling beat-'em-up yet, but it's still very easy.

FINAL FIGHT GUY (JAP) 83%
Capcom, 8 Mbit
1 player, beat-'em-up
A pointless new version of *Final Fight*, where the best character, Cody, is replaced by Guy. A poor game-music CD is included. It's easier than the original.

FIRE DODGEBALL (JAP) 45%
Sunsoft, 8 Mbit
1 or 2 players, sport
A cute, anime version of an extremely weird game (see *SD Dodgeball*). The graphics are good, but the game itself is too simple to be particularly rewarding.

FIRST SAMURAI (UK) 80%
Kemco, 8 Mbit
1 player, platform, SP11

A good conversion of the Amiga classic, with wacky sound effects and loads of playability.

FLYING HERO: BUGLE'S BIG ADVENTURE (JAP) 68%
Sofel, 8 Mbit
1 player, shoot-'em-up, SP6
An average – if fairly likeable – Japanese shoot-'em-up. It has its moments, but needs that extra special something to stand a chance of beating *Parodius* etc.

FORTRESS OF FURY (JAP) 68%
Alternative name: Operation Logic Bomb (US)
Jaleco, 8 Mbit
1 player, shoot-'em-up, SP9
Nice graphics, but slow and unimaginative gameplay.

F-ZERO (JAP/US/UK) 86%
Nintendo, 4 Mbit + BB
1 player, driving, SP1
A fabulous Mode 7 racing game. Dead fast and smooth. Watch out for the vicious hover cars. Bland scenery and a weird futuristic setting, but it's an impressive display of the SNES' abilities.

GEORGE FOREMAN'S KO BOXING (US/UK) 18%
Acclaim, 8 Mbit
1 or 2 players, sport, SP2
Boxing games are invariably awful – but this awful?

THE GHOST OF KITARO (JAP) 61%
Bandai, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Weird, very Japanese, and very cartoony scrolling, shooting, beat-'em-up thing. Pretty, but odd.

GODS (US/UK) 74%
Mindscape, 8 Mbit
1 player, platform, SP6
Famous Amiga platform shoot-'em-up comes to the SNES, graphics and puzzles intact, and with extra measures of playability. This'll last you ages.

GOLDEN FIGHTER (JAP) 42%
Culture Brain, 12 Mbit
1 or 2 players, beat-'em-up, SP1
A very ropy *Street Fighter II* 'tribute'. The graphics are rubbish, the gameplay's rubbish, the sound's rubbish... Avoid.

GP-1 (US) 62%
Atlus, 8 Mbit
1 or 2 players, sport, SP10
The only motorbike racing game on the Super Nintendo, but it fails to do anything much to recommend the sport.

GPX CYBER FORMULA (JAP) 70%
Alternative name: Cyberspin (US)
Takara, 8 Mbit
1 player, driving, SP1
A top-view scroller, and another case of yikes-was-that-a-corner? But anime based this time, with some very smooth scrolling. Average, but enjoyable.

GRADIUS III (JAP/US) 82%
Konami, 4 Mbit
1 player, shoot-'em-up
Similar to the coin-op and all packed onto a 4 Mbit cart. It's an early title, so slow-down is a problem – it scuppers the otherwise beautiful graphics and fab sound. Still, it's more impressive and playable than *Super R-Type*.

GUNDAM F-91 (JAP) ?%
Bandai, 8 Mbit + BB
1 player, shoot-'em-up
A massive selling (in Japan at least) arcade/strategy game-thing, with Japanese text. Still, it's playable if you persevere, but this is one for real robot fans only. Impossible to judge.

GUNFORCE (JAP/US) 59%
Irem, 4 Mbit
1 or 2 players, shoot-'em-up, SP4
Similar to *Super Probotector* in many respects, but not half as good in any of them. The 'respects', that is. (Sorry, that was a bit confusing, wasn't it?)

HARLEY'S HUMUNGOUS ADVENTURE (US/UK) 69%
Electronic Arts, 4 Mbit
1 or 2 players, platform, SP6
Graphically it could be a lot better, but it's a reasonably imaginative game with some potential all the same.

HAT TRICK HERO (JAP) 66%
Alternative name: Super Soccer Champ (US)
Taito, 4 Mbit
1 or 2 players, sport
A slick conversion of the coin-op *Football Champ*. It's fast, but too easy in one-player mode – you'll need to play a chum to have any fun. Not as good as *Super Soccer*.

HIT THE ICE (US) 58%
Taito, 8 Mbit
1 or 2 players, sport, SP9
As much a beat-'em-up as an ice hockey game, and a bit on the shallow side.

HOLE-IN-ONE GOLF (JAP/US) 68%
HAL, 8 Mbit
1 to 4 players, sport
An old game, but still one of the best golf sims around – what it lacks in technical ingenuity, it makes up for in user-friendliness. The overhead view isn't much like playing the real game, but nice Mode 7 course introductions help – as does turning the music off!

HOME ALONE (JAP/US/UK) 36%
THQ, 4 Mbit
1 player, platform, SP3
A dire attempt to cash in on the success of *Home Alone* the movie. Hopeless graphics and sound don't rescue the banal gameplay from the claws of drudgery and tedium.

HOME ALONE 2 (US/UK) 32%
THQ, 8 Mbit
1 player, platform, SP3
We actually preferred the first *Home Alone* game to this, but in the same way that we prefer *Eldorado* to *Santa Barbara*. Another dire scrolling effort that should be left on the shelf.

HOOK (US/JAP) 72%
Sony Imagesoft, 8 Mbit
1 player, platform, SP1

Slow-moving, but attractive platformer, that ties in with the film well. It's easy to finish, though, so it'll be no, er, Peter Pan.

THE HUNT FOR RED OCTOBER (US) 25%
Hi Tech Expressions, 8 Mbit
1 player, shoot-'em-up, SP7
A very poor submarine shoot'-em-up, based on the film. So repetitive that each level is almost identical to the last, apart from the Super Scope-using sub-bit, which is especially useless.

HUMAN GRAND PRIX (JAP) 82%
Human, 8 Mbit + BB
1 or 2 players, driving, SP4
If you can live with the 'unique' control

system, this is the best two-player Formula One game on the SNES. It's blindingly fast, with realistic handling and some smart graphics.

HYPERZONE (JAP/US) 30%
Hal, 8 Mbit
1 player, shoot-'em-up
A poor 3D space shoot-'em-up using Mode 7, but with nothing else there to recommend it. Tedium City is your only destination with this one.

IMPERIUM (US) 40%
Alternative name: Assault Suits Dion (JAP)
Vic Tokai, 8 Mbit
1 player, shoot-'em-up, SP6
Sad, old-fashioned shoot-'em-up with giant robot suits in it – but with little hope of rivalling *Assault Suits Valken*.

INTERNATIONAL TENNIS TOUR (JAP) 69%
Micro World, 8 Mbit
1 or 2 players, sport, SP10
This doesn't come close to *Super Tennis* or *Jimmy Connors*, but plays a reasonable game of tennis all the same.

THE IREM SKINS GAME (US) 83%
Alternative name: Major Title (JAP)
Irem, 8 Mbit,
1 or 2 players, sport, SP3
Fans of the coin-op golf game *Major Title* will love this – it's virtually identical. Fans of *Pebble Beach* et al, however, mightn't be impressed by its accuracy.

JACK NICKLAUS GOLF (US) 62%
Tradewest, 4 Mbit
1 to 4 players, sport, SP3
This presents things from just behind the player, but the slow way it draws the screen before each shot, and the could-be-better power meter, ruin it.

JAKI CRUSH (JAP) 74%
Naxat, 8 Mbit
1 player, simulation, SP5
The SNES needs a top-notch pinball game – something to rival the Mega Drive's *Devil Crash* and the Amiga's *Pinball Dreams*. But this just isn't it. It's okay, but the ball moves far too slowly, and the table isn't brilliantly designed.

JAMES BOND JR (US/UK) 29%
THQ, 4 Mbit
1 or 2 players, platform, SP3
A platform and shooting action game from hell that even the Amstrad GX4000 wouldn't have tolerated. Poor graphics, feeble sound and crap gameplay.

JAMES POND'S CRAZY SPORTS (UK) 53%
Storm, 4 Mbit
1 to 4 players, sport, SP11
They're crazy, they're sports, and they've got *James Pond* in. More for younger gameplayers, though.

JEOPARDY (US) 15%
Gametek, 4 Mbit
1 to 3 players, quiz, SP7
An appalling American conversion of an appalling American quiz show. Yuck.

JERRY BOY (JAP) 54%
Alternative name: Smartball (US)
Sony Imagesoft, 8 Mbit
1 player, platform
A run-of-the-mill platform game with only its blob-shaped hero to distinguish it from the crowd. Very average.

JIMMY CONNORS' PRO TENNIS TOUR (US/UK) 88%
UBI Soft, 4 Mbit
1 to 4 players, sport, SP5
Not as good a game as *Super Tennis*, but this gets pretty close and has the advantage of working with the four-player adaptor. Now that *is* fun.

JOE AND MAC (JAP/US/UK) 72%
Data East/Elite, 8 Mbit
1 or 2 players, platform, SP1
A good conversion of the arcade machine. Graphically very colourful, but the tunes don't vary and the gameplay's a bit repetitive. Fun for younger players.

JOHN MADDEN FOOTBALL (US) 79%
Alternative name: Pro Football (JAP)
Electronic Arts, 4 Mbit
1 or 2 players, sport
What was a fabulous game on the Mega Drive and Amiga *isn't* on the SNES. Note the flat graphics and jerky scrolling. It *is* fast, but at the expense of playability.

JOHN MADDEN FOOTBALL '93 (US/UK) 83%
Alternative name: Pro Football '93 (JAP)
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP4
...whereas this new, improved, updated version is loads better. The changes are mostly cosmetic, but they elevate the game to the status of 'recommended (if you like American football)'.

KAWASAKI CARIBBEAN CHALLENGE (US) 20%
Gametek, 12 Mbit
1 player, sport, SP11

Motorbike and jetski racing at its worst.

KICK OFF (JAP/UK) 52%
Anco/Imagineer, 8 Mbit + BB
1 or 2 players, sport, SP3'
The most controversial computer game ever gets its second conversion to the SNES, and suffers as a result. Not as bad as *Pro Soccer*, but flawed playability-wise.

KIKIKAIKAI (JAP) 88%
Alternative name: Pocky & Rocky (US)
Natsume, 8 Mbit
1 or 2 players, shoot-'em-up, SP5
This is the sort of game only the Japanese could write. Underneath the perilously weird exterior lurks a really enjoyable two-player shoot-'em-up with superb graphics and a large playing area.

KING ARTHUR'S WORLD (US/UK) 83%
Jaleco, 4 Mbit
1 player, puzzle, SP6
Medieval *Lemmings* lookalike, with good graphics and plenty of interesting bits. Very addictive, but the controls (unless you use a mouse) are a pig.

THE KING OF RALLY (JAP) 39%
Meldac, 8 Mbit
1 player, driving, SP5
The most eye-catching 3D effect in years, but that's about it. The fact that there are no other cars on the road, and the very unimaginative design of the courses, makes it hard to to keep your eyes open.

KING OF THE MONSTERS (JAP/US) 79%
Takara, 8 Mbit
1 or 2 players, beat-'em-up
An enjoyable Neo Geo game that's been clumsily converted to the SNES. It's really too dull and unimpressive to get even fans of the original excited.

KITARO'S GHOST (JAP) 58%
Bandai, 8 Mbit
1 or 2 players, platform
Platform game, based on a cute comic hero, with really tricky gameplay. Lovely graphics, though.

KOSHIYEN 2 (JAP) 60%
KAC, 8 Mbit
1 or 2 players, sport, SP2
This would be the most bog standard baseball game around, except that it's odd and very Japanese. Not bad, overall.

KRUSTY'S SUPER FUN HOUSE (US/UK) 79%
Acclaim, 8 Mbit
1 player, platform, SP1
A curious blend of pie-throwing, puzzle-solving and platform action make this a refreshing challenge. Graphics and sound are okay, but it's the excellently paced gameplay that makes the game. Could do with more passwords, though.

KUNIO KEN (JAP) ?%
Technos, 8 Mbit
1 or 2 players, action/RPG
An odd mix of beat-'em-up and adventure. We had fun with it, beating people with pillows and suitcases, but we didn't have a clue what was going on as it's all in Japanese. It got a lukewarm reception even in Japan. Impossible to judge.

LAGOON (JAP/US) 70%
Kemco, 8 Mbit + BB
1 player, RPG
A fairly involving RPG, taking some elements from the *Zelda* series, but forgetting a lot of the more important ones – like a map, which is irritating. However, the graphics and sound are pleasant enough. Worth considering, but only after you've played *Zelda*, *Final Fantasy II* and *Soul Blazer*.

LAST FIGHTER TWIN (JAP) 59%
Banpresto, 8 Mbit
1 or 2 players, beat-'em-up
Super Deformed robots in a side-on beat-'em-up. Nice graphically and sonically, but limited. For SD fans only.

LEGEND OF SUCCESS JOE (JAP) 49%
KAC, 8 Mbit
1 or 2 players, beat-'em-up
Japanese boxing game, based on a poor Neo Geo original, with basic graphics and sound, and not enough moves. Still, as boxing games go, it ain't too bad.

LEGEND OF THE MYSTICAL NINJA (US) 90%
Alternative name: Ganbare Goemon (JAP)
Konami, 8 Mbit
1 or 2 players, action/RPG
One of the best games for the SNES, mixing RPG adventure-style wandering with side-on platform action. Wonderful music, fab graphics and a real challenge. The Jap version is accessible, but buy the US cart to get the best value from it.

LEMMINGS (JAP/US/UK) 86%
Sunsoft, 8 Mbit
1 or 2 players, puzzle, SP2
A hit on every format it's on. It takes a while to get to grips with, but it's one of the most original, ingenious and addictive games ever. Each level has a password, and there are loads of them.

LETHAL WEAPON (UK/US) 57%
Ocean, 8 Mbit
1 player, platform, SP6
Unadventurous platform shoot-'em-up, with a frustrating tendency to send you back to the beginning every time you miss your footing, which you'll do – a lot. Okay, but Ocean can manage better (see the new *Addams Family* game).

THE LOST VIKINGS (US/UK) 84%
Interplay, 8 Mbit
1 or 2 players, platform, SP8
Three character (but one-player) co-operative platform puzzler. Quite a lot of fun, if a bit C64-ish in game design.

MAGICAL GUY ADVENTURE (JAP) 62%
Bandai, 4 Mbit
1 player, platform
An jolly platform game combining wacky Japanese humour with cute sprites and backdrops. Not in the class of *Super Mario World*, but entertaining anyway.

MAGIC SWORD (JAP/US/UK) 58%
Capcom, 8 Mbit
1 player, platform, SP7
Capcom's winning streak is let down by this dreadful slash-'em-up. It slows down badly, and the animation's awful.

MARIO IS MISSING (UK) 70%
Mindscape, 8 Mbit
1 player, edutainment, SP11

Luigi travels around the world replacing bits stolen from famous treasures. His mission: to save Mario from his abductors. It's informative, but more for younger players.

MARIO PAINT (JAP/US/UK) 55%
Nintendo, 8 Mbit + BB
1 player, art package, SP6
A limited, crude paint package – and one where you can't print out your results! Some nifty features, admittedly, but the best thing about the whole package is the mouse that comes with it.

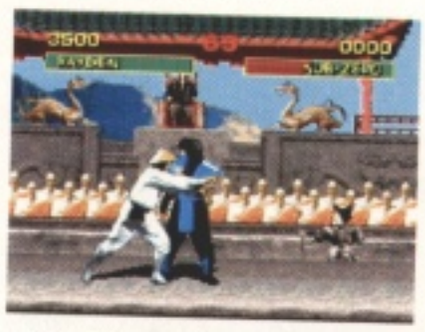
MECH WARRIOR (US) 63%
Alternative name: Battletech (JAP)
Activision, 8 Mbit
1 player, shoot-'em-up, SP9
Sort of like *Battle Zone* (well, a bit), but this time placing you in an armoured mobile suit, jumping around blasting things. Okay, but lacks imagination.

METAL JACKET (JAP) 20%
Atlus, 8 Mbit
1 player, platform
Atlus aren't doing themselves any favours attempting a platform game – a genre where you have to be good to stand out. An *E-SWAT* clone with stilted animation, dire sound and inept gameplay.

MICKEY'S MAGICAL QUEST(JAP/US/UK) 89%
Capcom, 8 Mbit
1 player, platform, SP3
One of the most polished platformers around, though marred by the inclusion of infinite continues. Stunning backdrops, sprites and varied enough to impress anyone – it's a shame it's too easy.

MONOPOLY (JAP/US) 40%
Parker Brothers, 8 Mbit
1 to 8 players, board game, SP7
Monopoly without the fun of cheating. It plays the game on the Super NES exactly as it should, but that's about it.

MORTAL KOMBAT (UK) 81%
Acclaim, 16 Mbit
1 or 2 players, beat-'em-up, SP11



They've taken out the arcade gore, and toned down the moves, but this is still a great beat-'em-up. Still not in the same league as *SFII* though.

MUSYA (JAP/US) 24%
Datam, 8 Mbit
1 player, platform
One of the worst Super Famicom games – though it's up against stiff competition. Initially, the nicely shaded backdrops give it the look of a *Ninja Spirit* clone, but when you watch your hero mincing about, twiddling his stick, it palls.

NAMCOT OPEN (JAP) 80%
Namco, 8 Mbit
1 to 4 players, sport, SP9
A very nice golf sim with fast afid efficient graphics, but a fair bit of Japanese text.

NBA ALL-STAR CHALLENGE (JAP/US) 59%
LJN, 8 Mbit
1or 2 players, sport, SP7
If you like basketball, you'll love this game. It plays basketball as it should be played and is nicely presented. Recommended for real fans of the game.

NHLPA HOCKEY (US/UK) 87%
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP4
Not *quite* as good as the Mega Drive version (the graphics are jerky, though you wouldn't notice unless you'd seen the original). Still a great ice hockey game, with loads of atmosphere.

NIGEL MANSELL F1 CHALLENGE (JAP) 85%
Infocom, 8 Mbit
1 player, driving, SP8
Good, fast, high quality racing action. As a one-player game, better than *Human Grand Prix*, and so the best Formula One game on the Super NES yet.

NOLAN RYAN'S BASEBALL (US) 73%
Alternative name: Super Stadium (JAP)
Romstar, 4 Mbit
1 or 2 players, sport, SP2
Just as slick as *Extra Innings*, but without the cute characters, and it's slightly trickier to control. Still, this isn't a bad game.

NORTH STAR KEN V (JAP) ?%
Toei, 8 Mbit + BB
1 player, RPG
This addition to an inexplicably popular range of *Zelda*-style RPG's – it's based on *Fist Of The North Star*, believe it or not – looks rubbish to us. If you speak Japanese it might, of course, be brilliant, but we doubt it. Impossible to judge.

NORTH STAR KEN 6 (JAP) 42%
Toei, 12 Mbit
1 or 2 players, beat-'em-up, SP4
This has massive sprites but nothing much to actually do. It's just another failed *Street Fighter II*-a-like.

ON THE BALL (US) 52%
Alternative name: Cameltry (JAP)
Taito, 8 Mbit
1 player, puzzle, SP1
A rotating Mode 7 maze with a ball bouncing around, but Taito haven't got the most from it. The levels are too easy, and you won't go back to them.

OTHELLO WORLD (JAP) 52%
Tsukuda, 8 Mbit
1 or 2 players, board game
Plays a strong game of *Othello* (if you set it to 'difficult'), looks good, and has some cute bits. But why would anyone want to spend $40 on a cartridge that plays *Othello*? Fine for brushing up your technique, but otherwise very sad.

OUTLANDER (US/UK) 28%
Mindscape, 8 Mbit
1 player, driving/action, SP8
Crap *Mad Max*-style kill-everything-in-sight fiasco, featuring a driving section and a walking-along-and-blasting section – both equally useless.

PAPER BOY 2 (US/UK) 22%
Mindscape, 4 Mbit
1 player, driving, SP2
You're a newspaper delivery boy (or girl) and you cycle along, er, delivering newspapers. There are some obstacles to avoid, things to hit with papers for bonus points, and that's about it. It's boring, and can't be recommended.

PEBBLE BEACH GOLF LINKS (JAP/US/UK) 82%
T&E Soft, 8 Mbit + BB
1 to 4 players, sport, SP6
The third addition to the 3D golf series, and very similar to the others. As the only golf game officially released in the UK, this is worth buying. It's fun and is accurate down to the very waves on the beach, but the music is laughable.

PGA TOUR GOLF (JAP/US/UK) 60%
Electronic Arts, 4 Mbit
1 to 4 players, sport, SP5
Slick presentation, masking the fact that this is a poor conversion of a fab sports game. On other systems *PGA Tour* is *the* golf sim, but EA's lack of SNES skill shows.

PHALANX (JAP/US) 70%
Kemco, 8 Mbit
1 player, shoot-'em-up, SP1
A new horizontally scrolling shoot-'em-up has to be different to stand out. This has some decent graphics and challenging gameplay, but is forgettable.

PILOTWINGS (JAP/US/UK) 92%
Nintendo, 4 Mbit
1 player, simulation, SP1
SNES-owning aviation fans aren't spoilt for choice at present, but this should be enough to, er, spin their propellers. It has a huge range of flying machines, and super-smooth 3D graphics, and there's even a decent game in here, too.

PIPEDREAM (JAP) 66%
Bullet-Proof Software, 4 Mbit
1 or 2 players, puzzle, SP2
A well turned-out puzzle where you've got to link different shaped bits of pipe. Okay, but it gets boring fast.

PITFIGHTER (US/UK) 14%
THQ, 4 Mbit
1 or 2 players, beat-'em-up, SP4
An appalling conversion of a popular coin-op. Dire graphics and awful gameplay. The pits.

POP'N TWINBEE (JAP/US/UK) 84%
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP8
Ultra-cute and colourful graphics make this blaster very appealing. Gameplay's a little on the weak side, though.

POPULOUS (JAP/US/UK) 85%
Imagineer, 4 Mbit + BB
1 player, strategy, SP2
The original Japanese version of a classic UK game that puts you in the shoes of God himself. A smashing game, though it *can* get frustrating (and quite boring) eventually.

POWER ATHLETE (JAP) 49%
Alternative name: Power Moves (US)
Kaneco, 8 Mbit
1 or 2 players, beat-'em-up, SP4
This is another attempt to cash in on *SFII*. And it doesn't really work. 'Crap – but in a groovy kind of way', apparently.

POWERMONGER (UK) 77%
Imagineer, 8 Mbit
1 player, strategy, SP9
Patience is needed to really get into this potentially deep and addictive game, but it's worth it.

PRINCE OF PERSIA (JAP/US/UK) 89%
Konami, 8 Mbit
1 player, platform, SP5
A superb conversion of the computer classic with new graphics, a brilliant intro and a fab *Lawrence Of Arabia*-style soundtrack. Not an easy game, but the password system allows progression without too much trouble. A classic.

PRO BASEBALL LEAGUE '93 (JAP) 77%
Sony Music Entertainment, 12 Mbit
1 or 2 players, sport, SP6

The Jap sequel to *Extra Innings*. It's got cute characters, slick animation and some neat extra bits. If you like baseball, you'll love this.

PRO QUARTERBACK (US) 62%
Tradewest Sports, 8 Mbit
1 or 2 players, sport, SP7
American football looks great with neat Mode 7 graphics, but the rest of it fails to add up to anything better than usual.

PRO SOCCER (JAP) 27%
Alternative name: World League Soccer (US)
Imagineer, 4 Mbit + BB
1 or 2 players, sport
A shaky conversion of *Kick Off*, with crude graphics and useless gameplay.

PSYCHO DREAM (JAP) 33%
Alternative name: Dream Probe (US)
Riot, 8 Mbit
1 player, platform, SP7
Platform beat-'em-up with lots of Japanese text getting in the way. Bland.

PUSHOVER (US/UK) 78%
Ocean, 4 Mbit
1 player, puzzle, SP3
An enjoyable domino toppling-style puzzle game, converted from home computers, with lots of short-term fun. Once all 100 levels are finished, though, it's unlikely you'll ever return to it.

Q*BERT 3 (JAP/US) 67%
NTVIC, 8 Mbit
1 player, platform, SP3
Real nostalgia value, as players of the 10-year-old coin-op will confirm. Plenty of effort's gone into making the game look good. But it's only mildly amusing.

RACE DRIVIN' (US/UK) 35%
THQ, 4 Mbit
1 player, driving, SP3
Fans of the original coin-op will be horrified by this driving game. 3D polygons and the SNES go together like, um, chips and custard. Poor programming on unsuitable hardware.

RAIDEN DENSETSU (JAP) 54%
Alternative name: Raiden Trad (US)
Toei, 8 Mbit
1 or 2 players, shoot-'em-up
A great game on the PC Engine and Mega Drive, but slow on the Super Nintendo and not recommended. It should have been good, but the programmers were too inexperienced on the machine to do the job properly.

RAMPART (US) 79%
Electronic Arts, 4 Mbit
1 or 2 players, shoot-'em-up/puzzle, SP2
So primitive-looking you wonder why it was allowed to live. (Well, apart from the great 3D bit.) But playing it reveals a game that's fab fun, and the two-player mode almost rivals *Mario Kart*.

RANMA 1/2 (JAP) 75%
NCS Masiya, 8 Mbit
1 or 2 players, beat-'em-up
A neat one-on-one beat-'em-up with odd anime characters (who change sex when they get wet, and sometimes into giant pandas – don't worry, there's a Jap TV series explaining it all). Mismatching of characters is a problem, but on the whole it's great to look at and play.

RANMA 1/2 PART TWO (JAP) 73%
NCS Masiya, 12 Mbit
1 or 2 players, beat-'em-up, SP6
Cute, unusual characters, and a good looking beat-'em-up, but far too easy, with some characters much, much stronger than others. Slightly inferior to the original, but still likable, at least.

RIVAL TURF (JAP/US/UK) 58%
Jaleco, 8 Mbit
1 or 2 players, beat-'em-up, SP2
Final Fight's main rival. Not as 'together' as its opponent – more repetitive baddies and rougher animation are the main qualms – but it has the enormous advantage of simultaneous two-player action, including a *Street Fighter II*-style head-to-head mode. Which one do you go for? Um, well there's always *Batman...*

ROAD RIOT 4WD (US/UK) 20%
THQ, 4 Mbit
1 or 2 players, driving, SP4
Road Riot's the worst driving game on the SNES, we reckon. This is primitive in every respect, despite a split-screen two-player mode, and no fun at all.

ROAD RUNNER: DEATH VALLEY RALLY (JAP/US/UK) 42%
Sunsoft, 8 Mbit
1 player, platform, SP4
The cartoon's atmosphere is captured perfectly, with fab cartoony graphics and hilarious intro and outro bits, but the game itself stinks – it's a simplistic, poorly-executed platform game.

THE ROCKETEER (JAP/US) 33%
IGS, 8 Mbit
1 player, action
Lovely graphics, but that's about it. This consists of watching a string of mini-games in which you don't really get much say – it's just luck if you proceed from one game to the next. Awful.

ROBOCOP 3 (US/UK) 50%
Ocean, 8 Mbit
1 player, shoot-'em-up, SP2
A neat *Robocop* feel, but gameplay-wise this is severely wanting. It's really difficult, and perseverance is rewarded by an unimaginative shooter with little connection to the film.

ROGER CLEMENS' MVP BASEBALL (US) 73%
Acclaim, 8 Mbit
1 or 2 players, sport, SP2
Baseball games don't come much better presented than this. Fab animation and action viewed through different camera angles make this thoroughly enjoyable.

ROMANCE OF THE THREE KINGDOMS II (JAP/US) 55%
Koei, 8 Mbit + BB
1 to 12 players, strategy
Interlocking ancient Chinese kingdoms make alliances, split up, then make other alliances, lots of people get killed, and we can't make sense of any of it. The US version reveals a simple game under all the maps and text-boxes, but still not recommended.

RPM RACING (JAP/US) 58%
Interplay, 4 Mbit + BB
1 or 2 players, driving
RPM stands for Radical Psycho Machines – ridiculous trucks with big tyres that fascinate Americans. The scrolling's rough, you need clairvoyant powers to anticipate corners, and it uses flickery interlace graphics to no obvious effect. But good fun.

RUN SABER (US) 59%
Atlus, 8 Mbit
1 or 2 players, platform, SP10
A few pretty backdrops don't save this failed *Strider* wannabe.

RUSHING BEAT RUN (JAP) 60%
Jaleco, 12 Mbit
1 or 2 players, beat-'em-up, SP5
The original *Rival Turf*, although fine as beat-'em-ups go, was never brilliant, exactly. And this sequel isn't much better. The graphics aren't bad, but it's very repetitive and too easy to finish.

SD DODGEBALL (JAP) 42%
Banpresto, 8 Mbit + BB
1 or 2 players, sport
Based on an imaginary sport which involves knocking out the opposing team with the ball, this is one of a series of Dodgeball games (*Fire Dodgeball*'s another), and the worst.

SD GREAT BATTLE (JAP) 38%
Banpresto, 6 Mbit
1 player, shoot-'em-up
Japan's popular Super Deformer series has spawned a lot of Super Famicom spin-off games, and they sell, no matter how bad they are! This was the first of the genre, and isn't great, being a crusty arcade adventure with tedious gameplay.

SD GREAT BATTLE III (JAP) 63%
Banpresto, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Cute characters and nice graphics, but it lacks variety and depth of gameplay.

SD GUNDAM (JAP) ?%
Bandai, 8 Mbit + BB
1 player, RPG
This game stars a 'Super Deformed' version of *Gundam*, the most popular 'mecha' robot character in Japan. The format is traditional Jap RPG, but the crappy graphics, sound and Jap text make it unplayable. Impossible to judge.

SEPTENTRION (JAP) 90%
Human, 8 Mbit
1 player, platform, SP10
A very original and atmospheric *Poseidon Adventure*-style disaster game. If you can work around the heavy use of Japanese text it'll last you ages.

SHADOWRUN (UK) 85%
Data East, 8 Mbit
1 player, RPG, SP10
A brilliantly-presented, scrupulously-designed adventure game, packed with puzzles and simply oozing atmosphere.

SHANGHAI 2 (US) 58%
Alternative name: Super Shanghai (JAP)
Activision, 8 Mbit
1 or 2 players, puzzle, SP9
A very simple puzzle game – based on the ancient Chinese classic – that becomes strangely more-ish.

SIM ANT (JAP) ?%
Imagineer
1 player 8 Mbit
An ant simulator. In Japanese. That says it all really. Impossible to judge.

SIM CITY (JAP/US/UK) 84%
Maxis/Nintendo, 4 Mbit + BB
1 player, strategy, SP1
Build the city of your dreams... then bring it to its knees! The SNES version of this all-time great is probably the best yet (more user-friendly) but it doesn't push the SNES to its limits.

SIM EARTH (JAP/US) 34%
Imagineer, 6 Mbit + BB
1 player, strategy, SP9
A follow-on from *Sim City* that tries to bite off more than it can chew. You're basically put in charge of the entire planet. It manages to be both a good simulation and a very tedious game.

SKÜLJAGGER (US) 58%
American Softworks, 8 Mbit
1 player, platform, SP4
A lacklustre piratic game that's very easy and won't take you long to finish. With some weird bubble gum bits.

SOLSTICE II: EQUINOX (US/UK) 90%
Sony Imagesoft, 8 Mbit + BB
1 player, platform, SP8
Polished and addictive isometric arcade adventure, with brill graphics and fab sound. Highly recommended.

SONIC BLAST MAN (JAP/US) 69%
Taito, 8 Mbit
1 player, beat-'em-up, SP2
A scrolling beat-'em-up with a nifty central character – a superhero with a deadly line in punches. It's a beat-'em-up, though, and so gets pretty dull.

SOUL BLAZER (US) 89%
Alternative title: Soul Blader (JAP)
Enix, 8 Mbit + BB
1 player, RPG, SP2
Slick, graphically gorgeous and not unlike *Zelda* (ie an RPG, Japanese-style). Avoid *Soul Blader*, the Japanese version (unless you're Japanese, that is).

SPACE FOOTBALL (US) 52%
Alternative name: Super Linearball (JAP)
Triffix, 4 Mbit
1 player, sport
If you've played *Ballblazer* on the Commodore 64 before, that's the closest to this – football, played between two 'things' on a fast, 3D scrolling pitch. Lots of thrills in the short-term, but it isn't enough to justify spending this much on a game.

SPANKY'S QUEST (JAP/US) 58%
Natsume, 4 Mbit
1 or 2 players, platform
A monkey called Spanky? Bouncing bubbles? You just wander round lots of similar-looking screens, killing baddies (with bubbles) and collecting keys. Crap.

SPIDERMAN & THE X-MEN (US/UK) 72%
Acclaim, 8 Mbit
1 player, platform, SP3
A multi-character platform romp that loses its appeal fast. Unattractive graphics are only saved by imaginative music. Fun for a bit, but somehow it looks dated already.

SPINDIZZY WORLDS (JAP/US/UK) 69%
Ascii, 8 Mbit
1 player, puzzle, SP2
Spindizzy's sparkle seems to have dulled since its heyday on the Spectrum, partly thanks to the game's shift of emphasis from exploration to puzzle solving. A neat little thing all the same.

STARFOX (JAP/US) 93%
Alternative name: Starwing (UK)
Nintendo, 8 Mbit
1 player, shoot-'em-up, SP7
What can we say? This is brilliant. It's the first game to use the new Super FX chip, it's got some of the most spectacular and well designed 3D bits ever, it's very smooth and fast – it's the bee's knees, basically.

STREET FIGHTER II (JAP/US/UK) 94%
Capcom, 16 Mbit
1 or 2 players, beat-'em-up, SP1
This is the game that's selling SNESs by the bucket- load. It's 'streets' ahead of other beat-'em-ups, and a near-perfect conversion of the coin-op. A must-buy, though expensive on official release.

STREET FIGHTER II TURBO (JAP) 96%
Capcom, 20 Mbit
1 or 2 players, beat-'em-up, SP11

A faster, better-looking version of *SFII*. Quite simply, the best beat-'em-up ever.

STRIKE GUNNER (JAP/US/UK) 65%
Athena, 8 Mbit
1 or 2 players, shoot-'em-up, SP3
Average vertical blaster, with poor and unvaried backdrops, but okay sprites and some nice explosions. A dull game that only works in two-player mode.

STRIKER (UK) 89%
Elite, 4 Mbit
1 or 2 players, sport, SP10
The best SNES football game so far, this comes equipped with easy-to-use controls and a nice replay mode. Brilliant.

SUMO SPIRITS (JAP) 47%
Takara, 8 Mbit
1 or 2 players, sport, SP9

The most realistic, and so best, of the two sumo games we've reviewed. It's all a bit limited though.

SUPER ADVENTURE ISLAND (JAP/US/UK) 75%
Hudson Soft, 8 Mbit
1 player, platform, SP2
Simplistic, *Wonderboy*-style gameplay in this third instalment of the series made popular on the NES. Aside from the ugly Master Higgins, the bright backgrounds and impressive Yuzo Koshiro dance tunes make this an attractive game. A bit confusing, but otherwise fab.

SUPER ALESTE (JAP/UK) 87%
Alternative name: Space Megaforce (US)
Toho/Compile, 8 Mbit
1 player, shoot-'em-up, SP3
Evidence that the SNES can handle a mad *Gunhed*-style shooter with ease. Fab sprite handling (Mode 7) and no slow-down mean it's more a technical feat than that well-designed, and it's a bit weapon-mad. An excellent buy anyway.

SUPER BASEBALL SIMULATOR 1,000 (JAP/US) 49%
Culture Brain, 4 Mbit
1 or 2 players, sport, SP2
A middling baseball game. The pitching and batting are good, but the fielders are unco-operative and the graphics poor, with pointless Mode 7 whizzing about. The music's good, though.

SUPER BASES LOADED (US) 55%
Alternative name: Super Professional Baseball (JAP)
Jaleco, 8 Mbit
1 or 2 players, sport, SP2
This works okay, but it's just as limited in scope as other baseball games on the SNES, and the graphics are jerky.

SUPER BASES LOADED II (US) 63%
Alternative name: Super Professional Baseball II (JAP)
Jaleco, 8 Mbit
1 or 2 players, sport, SP2
Extraordinarily and uncannily similar to *Super Bases Loaded I*. (See above.)

SUPER BATTER UP (US) 53%
Namco, 8 Mbit
1 or 2 players, sport, SP6
A difficult-to-control baseball game, with garish graphics and poor animation. There lots of better ones out there.

SUPER BATTLETANK (JAP/US/UK) 50%
Absolute, 4 Mbit
1 player, shoot-'em-up
The prehistoric *Battle Zone* coin-op gets a new lease of life in this Gulf War tank game. This looks livelier than the wire-frame graphics of the original, and it has some good explosions and exciting link sequences, but, frankly, it's still boring.

SUPER BIKURI MAN (JAP) 18%
Interbec, 8 Mbit
1 or 2 players, beat-'em-up, SP7
Far too easy. Possibly the second worst beat-'em-up ever (after *PitFighter*).

SUPER BIRDIE RUSH (JAP) 76%
Data East, 8 Mbit + BB
1 or 2 players, sport, SP3
Cute cartoony-looking golf game with nicely drawn fairways and greens. But, this isn't as playable as *Hole-in-One*.

SUPER BLACK BASS (JAP) 42%
Hot B, 8 Mbit
1 player, sport, SP10
Er... do you *really* want to pretend you're fishing on your SNES?

SUPER BOMBERMAN (JAP) 92%
Hudson Soft, 4 Mbit
1 to 4 players, action, SP9
A brilliant, completely manic, maze-based cat-and-mouse game. With bombs in it. Taking full advantage of the new Super Multitap adaptor, it's unbeatable fun with four players. We're addicted.

SUPER BOWLING (JAP/US) 48%
Athena, 4 Mbit
1 or 2 players, sport, SP1
There isn't enough to bowling to fill out a whole game. This one pads itself out with neat graphical interludes etc, but the real thing's so much more fun.

SUPER CASTLEVANIA IV (JAP/US/UK) 91%
Konami, 8 Mbit
1 player, platform, SP1
A huge, sprawling sequel to the NES games. After a dull start this turns into one of the best platform games ever. More action is needed, but superb parallax and incredible sound tracks generate an atmosphere that's appreciated by serious gamers.

SUPER CHINESE WORLD (JAP) ?%
Culture Brain, 8 Mbit
1 player, action/RPG
A sequel to the popular 8-bit Famicom *Little Ninja Bros*. The overhead view-point changes at regular intervals for combat. Cutish but rather basic, with loads of Jap text. Impossible to judge.

SUPER CONFLICT (US) 49%
Vic Tokai, 8 Mbit
1 or 2 players, wargame, SP9
A sad, outdated hex-based wargame that gets boring very fast.

SUPER CUP SOCCER (JAP) 69%
Alternative name: Goal (US)
Jaleco, 8 Mbit
1 or 2 players, sport
A rival to *Super Soccer* perhaps? Not really. This one takes a side-on, jerkily scrolling view-point and isn't going to impress anyone. That's a shame, because it goes into lots of detail – moves and rules-wise – and there are some nice graphical touches.

SUPER DOUBLE DRAGON (JAP/US) 68%
Technos, 8 Mbit
1 or 2 players, beat-'em-up, SP3
A wide variety of moves, and some very satisfying thumping-and-kicking-about-type action, inject a bit of life into a deceptively crappy-looking beat-'em-up. Enjoyable, but too easy and rather '8-bit'.

SUPER DUNKSTAR (JAP) 55%
Sammy, 8 Mbit
1 or 2 players, sport, SP9

This one plays basketball okay, but has primitive graphics and very few options. One to avoid.

SUPER EDF (JAP/US) 68%
Jaleco, 8 Mbit
1 player, shoot-'em-up
A pretty, horizontally scrolling effort, but with some boring and unchallenging gameplay. Similar to the coin-op it's based on, *EDF* has some well-drawn backdrops and sprites. But the music is bland, and slow-down spoils the action.

SUPER F1 CIRCUS (JAP) 74%
Nichibutsu, 8 Mbit + BB
1 player, driving, SP1
This looks ordinary, but is one of the few overhead-view racing games that works. Fast, with a good 'driving feel' and plenty of options to cater for the long-term player. Recommended.

SUPER F1 CIRCUS (JAP) 74%
Nichibutsu, 8 Mbit + BB
1 player, driving
Limited edition. As above, but with real Grand Prix names.

SUPER F1 GRAND PRIX (JAP) 44%
Video System Co, 8 Mbit + BB
1 player, driving
Nothing to do with the Amiga *F1 Grand Prix*, this is like *Battle Grand Prix*, without the split-screen two-player mode. You see more of the track on-screen, and more warning of corners, but not much.

SUPER F1 HERO (JAP) 49%
Varie, 8 Mbit
1 player, driving, SP8
An appalling F1 driving game – *Nigel Mansell*'s so much better.

SUPER FAMILY TENNIS (JAP) 83%
Namcot, 8 Mbit
1 to 4 players, sport, SP11

The second Multitap-compatible tennis game – and as such is fun, though *Super Tennis* and *Jimmy Connors* are better.

SUPER FIRE PRO WRESTLING (JAP) 56%
Human, 8 Mbit
1 or 2 players, sport
Not as smart-looking as *WWF*, but a more challenging game (the 20 wrestlers all behave differently, for a start). But in one-player mode it's impossible to beat the computer. Okay, if you can live with the dull visuals and haul in a friend.

SUPER FIRE PRO WRESTLING 2 (JAP) 72%
Human, 8 Mbit
1 to 4 players, sport, SP7
This has lots of Japanese text, laughable graphics and is completely crap as a one-player game, but it's great fun to play with four players using the Super Multitap adaptor, despite slow-down.

SUPER FORMATION SOCCER II (JAP) 70%
Human, 4 Mbit
1 to 4 players, sport, SP11
The only difference between this and *Super Formation Soccer 1* (ie *Super Soccer*) is that this is Multitap-compatible.

SUPER GHOULS 'N' GHOSTS (JAP/US/UK) 85%
Capcom, 8 Mbit
1 player, platform, SP2
A sequel, unique to the SNES. Some brill graphics (loads of slow-down) and nice tunes, but it's tough – and, as it lacks battery back-up or passwords, it can be frustrating. Well made, but difficult.

SUPER HIGH IMPACT (JAP/US) 74%
Acclaim, 8 Mbit
1 or 2 players, sport, SP11
A playable and accessible arcade-based American football game.

SUPER JAMES POND (US/UK) 79%
Ocean, 8 Mbit
1 player, platform, SP8
Ex-Amiga hit that's lost little in translation, though it's far too juddery. Still, with loads of levels and difficult bits, this'll keep you amused for ages.

SUPER MARIO COLLECTION (JAP) 96%
Nintendo, 16 Mbit
1 or 2 players, platform, SP11
Four classic NES *Mario* games in one – *Super Mario Bros*, *Mario Bros 2*, *Mario Bros 2 USA* and *Mario Bros 3* – but with new 16-bit graphics. As all of them are huge, involved, and brilliant, it'll take you ages to finish, making this perhaps the best value cart ever.

SUPER MARIO KART (JAP/US/UK) 93%
Nintendo, 4 Mbit + BB
1 or 2 players, driving, SP1
The best driving game, and the best two-player game ever. It's perfect. Four fab games in one: There's the Grand Prix, the Time Trial, the two-player Head to Head, and the amazing balloon game.

SUPER MARIO WORLD (JAP/US/UK) 94%
Nintendo, 4 Mbit + BB
1 player, platform, SP2
On the downside, the backgrounds are repetitive, but this is a gameplayer's dream – you'll spend weeks deciphering it. This remains (along with *Zelda*) Nintendo's flagship game.

SUPER NBA BASKETBALL (JAP/US/UK) 86%
Tecmo, 8 Mbit
1 or 2 players, sport, SP4
While *Super Basketball/Super Dunkshot* is the basketball game to go for if you want to wow your friends, this is more playable, accurate and comprehensive.

SUPER NINJA (JAP) ?%
Koei, 12 Mbit + BB
1 player, RPG
You'd never know this was 12 meg – it has the flat colours, simple graphics and laughable animation of an early NES game. It uses the same overhead view as *Zelda* et al, but being Japanese is impossible to play. Impossible to judge.

SUPER OFF ROAD (JAP/US/UK) 63%
Trade West, 4 Mbit
1 or 2 players, driving
Another overhead-view driving game, but we can see the whole track for once (phew). We're racing monster trucks with a 3D(ish) perspective. The trucks look great bouncing about, and, short-term, it's good fun. And great music.

SUPER PANG (JAP) 72%
Alternative name: Super Buster Bros (US)
Capcom, 4 Mbit
1 player, shoot-'em-up, SP1
The arcade original was a fantastic game, but one that allowed two people to pop bubbles at once. This is a good conversion, with smart graphics and plenty of speed, but unfortunately only one can play, and that gets boring.

SUPER PARODIUS (UK) 86%
Alternative name: Parodius (JAP)
Konami, 8 Mbit
1 player, shoot-'em-up
A fab conversion of the coin-op, that ranks as the best of Konami's recent string of classics. Superbly colourful sprites, a hilarious sense of the bizarre, and excellent music are the icing on the cake. Enjoyable (though a little easy).

SUPER PLAY ACTION FOOTBALL (US) 71%
Nintendo, 4 Mbit + BB
1 or 2 players, sport, SP2
A faithful implementation of American football that'll please fans, but not the *John Madden*-basher we've been waiting for. Not a patch on *Madden '93*...

SUPER PROBOTECTOR (UK) 90%
Alternative names: Contra III (US)/Contra Spirits (JAP)
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP2
The best platform blaster around so far. Superb use of Mode 7 and great sound put this in the super league. Brilliant two-player action makes it unmissable.

SUPER R-TYPE (JAP/US/UK) 72%
Irem, 8 Mbit
1 player, shoot-'em-up, SP1
Beautifully designed baddies, and some fab graphics, make this one of the best-looking shooters. Not perfect, thanks to jerky scrolling, awful slow-down and no restart points. It also lacks the best bits of the coin-op – *R-Type II* (not the original game) – on which it's based.

SUPER SMASH TV (JAP/US/UK) 84%
Acclaim, 4 Mbit
1 or 2 players, shoot-'em-up, SP1
A translation of the ultra-violent coin-op, this is incredibly good short-term fun. No slow-down, lots of tough bits and hugely addictive – you'll keep coming back to it. Recommended.

SUPER SOCCER (US/UK) 83%
Alternative name: Super Formation Soccer (JAP)
Human/Nintendo, 4 Mbit
1 or 2 players, sport, SP1
Super Soccer might have handed over its 'Best UK Football Game' crown to *Striker*, but it's still an enjoyable game with impressive 3D graphics. It's full of annoying flaws, though, and once you've played *Striker* you won't return.

SUPER STAR WARS (JAP/US) 89%
JVC, 8 Mbit
1 player, shoot-'em-up/platform, SP4
The music is the first thing that hits you – a perfect rendition of all the best tunes from the film – followed by the fantastic *Star Wars*y feel that pervades the whole thing. If you loved the film, you'll love this. (Oh, and it's fun to play, too.)

SUPER SUMO (JAP) 44%
Namcot, 8 Mbit
1 or 2 players, sport, SP9
Nice comedy graphics and decent gameplay (as far as it goes), but *Sumo Spirits* is the better game.

SUPER SWIV (JAP/UK) 82%
Alternative name: Firepower 2000 (US)
The Sales Curve, 8 Mbit
1 or 2 players, shoot-'em-up, SP6
Slick and playable two-player shoot-'em-up, with great graphics, and interesting controls. Good fun, if a little boring.

SUPER TENNIS (JAP/US/UK) 92%
Tonkin House, 4 Mbit
1 or 2 players, sport, SP1
This is one of the best tennis games on any machine (only rivalled by two fab games on the PC Engine). The range of shots is amazing. It's not all bashing a ball about, either – there's a whole line-up of tournaments and stuff to enter, too.

SUPER TETRIS 2 + BOMBLISS (JAP) 83%
Bullet-Proof Software, 8 Mbit + BB
1 or 2 players, puzzle, SP5

Tetris is probably the best puzzle game ever, but doesn't always convert well to different formats. No worries with the SNES version, though, which boasts lots of extra bits (like *Bombliss*) in addition to a solid rendition of the original game.

SUPER TOM & JERRY (US/UK) 42%
High-Tech Expressions, 4 Mbit
1 player, platform, SP8
A poor excuse for a platform game, plagued by slow-down and with little to do with the cartoon. Crap.

SUPER TURRICAN (US) 80%
Seika, 4 Mbit
1 player, shoot-'em-up, SP10
A sort of 'remix' of the original Amiga *Turrican* games, this is fast and smooth, with some slick graphics and smart sound. Remarkable for 4 Mbit really.

SUPER VALIS IV (JAP/US) 52%
Telenet, 8 Mbit
1 player, platform
A conversion of the PC Engine CD ROM game, featuring the exploits of lots of Japanese girls but no excitement. It's too contrived, boring and linear to live.

SUPER VOLLEY II (JAP) 82%
Video System, 8 Mbit
1 or 2 players, sport, SP5
Weird, with a 2D perspective. But a wealth of 'special moves', and the fact that's it's a coin-op conversion, make a game that's fun – especially with two .

SUPER WAGAN ISLAND (JAP) ?%
Namcot, 8 Mbit
1 player, platform
Funny, with cute graphics and likeable characters, this is a semi-arcade, semi-text-based adventure for the younger player – we got a fair way into it without understanding what was going on. (It's all in Japanese!) Impossible to judge.

SUPER WWF (JAP/US/UK) 74%
Acclaim, 8 Mbit
1 or 2 players, sport, SP1
Great graphics, and fun to play – short-term. But, all the wrestlers behave the same! And there's no tournament system like on other versions, either – you win or lose a fight and that's it.

SUZUKI AGURI F1 (JAP) 72%
LOZC, 8 Mbit
1 or 2 players, driving, SP5
Fast, 3D Mode 7 courses *and* tunnels and bridges? Well presented, but no warning of corners. However, the split-screen two-player mode is a bonus. The UK release will follow under the name *Suzuki F1*. (Perhaps.)

SYO THE SEAL (JAP) 79%
Takara, 8 Mbit
1 player, platform, SP8
Out cutes the cutest game you can think of. We haven't stopped going 'aww.'

SYVALION (JAP/UK) 46%
JVC, 8 Mbit
1 player, shoot-'em-up, SP5
An odd maze-based scrolling shoot-'em-up where you guide a dragon down baddy-infested passages. It looks tacky but is actually quite good. Not much of a challenge, though.

TAZ-MANIA (US/UK) 54%
THQ, 8 Mbit
1 player, 'running game!', SP9
The only 'running game' on the SNES (like a driving game, but on foot!), with a fab scrolling road, but little gameplay.

TERMINATOR (US/UK) 59%
Mindscape, 8 Mbit
1 player, shoot-'em-up, SP7
Average film-based shoot-'em-up that copes with the film side OK, but fails to make much of the game. Dark graphics, but, admittedly, a great soundtrack.

TEST DRIVE II: THE DUEL (US/UK) 58%
Accolade, 8 Mbit
1 player, driving, SP6
A fairy good conversion of the PC original to Super NES, but it's difficult to control so you tend to crash all the time. Very unexciting driving feel too.

THUNDER SPIRITS (JAP/US) 73%
Toshiba EMI, 8 Mbit
1 player, shoot-'em-up
A conversion of the well respected Mega Drive game *Thunderforce 3*, but it isn't as good on the SNES – slow-down spoils it! And no effort has been made to use any of the special features that the SNES can offer – which results in rather a missed opportunity.

TINY TOONS (JAP/US/UK) 89%
Konami, 8 Mbit
1 player, platform, SP5
The ultimate in cartoon-style graphics, animation and sound, with bags of variety and challenge. It's in danger of being *too* cute, but it's impossible not to love it.

TKO BOXING (US) 38%
Alternative name: World Championship Boxing (JAP)
Sofel, 4 Mbit
1 or 2 players, sport
Boxing games are difficult to pull off, and this is the kind of thing that happens as a result. It's well presented, but the gameplay is really simplistic and gets boring fast. Steer well clear.

TOP GEAR (US/UK) 76%
Alternative name: Top Racer (JAP)
Kemco, 4 Mbit
1 or 2 players, driving, SP3
The screen is divided down the middle so two players can compete – it's dull as a one-player game. Developed by Gremlin, so fans of their *Lotus* games will be on familiar ground here. No smooth Mode 7 graphics or elaborate trackside detail, just lots of fast driving fun.

TOYS (US) 24%
Absolute, 8 Mbit
1 player, shoot-'em-up, SP9
Very sad and boring film conversion, with awful graphics.

TRODDLERS (UK) 79%
Storm, 4 Mbit
1 or 2 players, puzzle, SP11
A cute *Lemmings*-like puzzler, with loads of levels and a strange addictiveness.

TURTLES IV: TURTLES IN TIME (JAP/US/UK) 84%
Konami, 8 Mbit
1 or 2 players, beat-'em-up, SP2
A great beat-'em-up. Superb graphics,

some clever characterisation, frantic gameplay, and loads of levels means plenty of fun. On the downside, it's repetitive, and is quick to finish.

2020 SUPER BASEBALL (JAP) 85%
K Amusement Leasing (KAC), 12 Mbit
1 or 2 players, sport, SP8
Baseball as it should be played (albeit by robots). A brilliant conversion of the top Neo Geo game.

ULTIMATE FOOTBALL (JAP) 51%
Sammy, 8 Mbit
1 or 2 players, sport
American football – what a crazy sport, eh? Still, that needn't prevent *Ultimate Football* from being a decent game. But this is so limited in scope and technical merit that it's really only for footy fans.

ULTRAMAN (JAP/US/UK) 35%
Bandai, 8 Mbit
1 player, beat-'em-up
At first it's laughable: a ridiculous-looking giant superhero beating up monsters that look like people in rubber suits. But then you realise that's how it's meant to be. This is based on those dreadful Jap disaster movies you see on Channel 4.

ULTRASEVEN (JAP) 45%
Bandai, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Funny, but tacky, Godzilla-style beat-'em-up, packed with totally ridiculous space monsters.

UNCHARTED WATERS (JAP/US) 37%
Koei, 8 Mbit
1 player, strategy, SP7
A naval strategy game where you sail around a map, trading goods, expanding your fleet and fighting other ships. It won't last you long – as it's all so incredibly boring.

UN SQUADRON (US/UK) 91%
Alternative name: Area 88 (JAP)
Capcom, 8 Mbit
1 player, shoot-'em-up, SP1
Brilliantly designed pseudo-conversion of the coin-op, and one of the best games on the SNES. It does slow down a bit, but the action is still really exciting. Sonically average, but graphically superb, and a *Super Play* favourite.

USA ICE HOCKEY (JAP) 60%
Jaleco, 8 Mbit
1 or 2 players, sport, SP8
Graphically fine, but with far too much slow-down to play a decent game of ice hockey. Go for *NHLPA Hockey* instead.

USHIO AND TORA (JAP) 35%
Yutaka, 8 Mbit
1 player, action, SP7

A very poor scrolling cut-'em-up, where you only have two moves and infinite continues. Adds nothing to the genre.

VOLLEYBALL TWIN (JAP) 76%
Tonkin House, 8 Mbit
1 or 2 players, sport, SP4
Volleyball from the people who brought us *Super Tennis*. The slow scrolling tends to knacker your chances of receiving the ball from time to time, but otherwise it plays pretty solidly (and the Beach Volley is something else).

WAIALAE COUNTRY CLUB (JAP/US) 82%
T & E Soft, 8 Mbit + BB
1 to 4 players, sport
The second of three golf games all using the same programming and graphics (the others are *Augusta Golf* and *Pebble Beach*), but all representing different courses. Accurately depicted and probably the best golf series on the SNES.

WARPSPEED (US/UK) 32%
Accolade, 8 Mbit
1 player, shoot-'em-up, SP7
Very dated and very crudely presented space shoot-'em-up in the *Wing Commander* mould. When you've got the brilliant *Starfox* to choose instead, there's just no comparison.

WAYNE'S WORLD (UK) 26%
THQ, 8 Mbit
1 player, platform, SP9
'Not worthy, not worthy' – and we'd agree. Funny graphics, awful game.

WHEEL OF FORTUNE (US) 19%
Gametek, 4 Mbit
1 to 2 players, quiz, SP2
A tedious quiz-show conversion. A guest appearance by Vanna White is probably the only reason we actually bothered to give it a mark at all.

WING COMMANDER (US) 60%
Mindscape, 8 Mbit
1 player, shoot-'em-up, SP5
A big 3D spaceship sim/shoot-'em-up-type thing. Overrated in its original PC form, and a less-than-sparkling Super Nintendo conversion doesn't help matters. But, having said that, it's not actually that *bad*.

WINGS II (US) 71%
Alternative names: Sky Mission (JAP), Blazing Skies (UK)
Namco, 4 Mbit
1 player, shoot-'em-up/simulation, SP2
Not as impressive as the screenshots (see *SP2*) make it out to be, but this is still an attractive and atmospheric World War I game. The only existing Super NES flight sim where you can actually shoot things

WORDTRIS (US) 40%
Spectrum Holobyte, 4 Mbit
1 or 2 players, puzzle, SP6
Tetris-based puzzle game, with potential. However, assorted glaring faults (chiefly that it gives you absolutely no time to think, resulting in far too great an element of luck) make it one to avoid.

WORLD CLASS RUGBY (JAP/UK) 74%
Imagineer, 4 Mbit
1 or 2 players, sport, SP6
The only rugby game on the Super NES, and a good one at that. Imagine a polished *Kick Off* with odd-shaped balls and you're there.

WORLD LEAGUE BASKETBALL (UK) 84%
Alternative names: NCAA Basketball (US), Super Dunkshot (JAP)
HAL, 8 Mbit
1 or 2 players, sport, SP4
Famous for its 3D graphics – the pitch spins and zooms in and out impressively. It's got brill sound effects, and it plays great basketball. A bit confusing, but otherwise fab.

WWF ROYAL RUMBLE (UK) 79%
LJN/Acclaim, 16 mbit
1 or 2 players, sport, SP10
All your favourite WWF wrestlers in a game that had us crying with laughter. Badly flawed in one-player mode, but brilliant fun with two.

XAK (JAP) ?%
Sunsoft, 8 Mbit + BB
1 player, RPG
Another Japanese overhead-view RPG, with fairly basic graphics and lots of incomprehensible text.

XANDRA'S BIG ADVENTURE (JAP) 85%
Namcot, 8 Mbit
1 player, platform, SP1

An obscure platform game that ought to be better known, with a great central character. Controls are versatile and unusual and the game's really tough. A fair bit of Jap text spoils things, but if you're adventurous, it's great fun.

XARDION (JAP/US) 26%
Asmik, 8 Mbit + BB
1 player, shoot-'em-up/platform
From the makers of *D Force* comes another disaster! – an *E-SWAT* clone. You control a robot through different zones, each with a guardian. Sounds okay, but dreadful graphics, awful sonics, and pathetic gameplay and structure ruin it.

X-ZONE (US) 55%
Kemco, 4 Mbit
1 player, shoot-'em-up, SP6
Nice bit of kit, that Super Scope – shame about the games. This has the dubious distinction of being the best so far, but it still ain't saying much. Oh dear.

YOSHI'S COOKIE (JAP) 76%
Bullet-Proof Software, 4 Mbit
1 or 2 players, puzzle, SP11
A fun *Tetris*-alike puzzle game, featuring Jammy Dodgers and ginger nuts.

YS III (JAP/US) 72%
Tonkin House, 8 Mbit + BB
1 player, RPG
Not as good as the prequel (*YS Books 1 & 2*) on the PC-Engine CD ROM, but this is still a top quality RPG. Instead of an over-view of the landscape, you get a scrolling side-on perspective. And though it's not as big as the first two games, it's fab fun.

ZAN II (JAP) ?%
Wolf Team, 8 Mbit + BB
1 player, strategy
A pretty full-screen map view – and plenty of territory to conquer, but working out what else it boasts proves difficult. Another unintelligible-to-Brits war game. Impossible to judge.

ZELDA: A LINK TO THE PAST (JAP/US/UK) 93%
Nintendo, 8 Mbit + BB
1 player, RPG, SP2
A brilliantly designed and implemented adventure that puts similar games to shame, in the same way as *Super Mario World* dominates the platform world. Though *Zelda* addicts may complain it's not as drawn out as previous games.

If a game's not in What Cart?, then send a short review to: *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

SUPER PLAY CLASSIC

Another month, and another look at one of the classic Super Nintendo games. This time we check out *Super Castlevania IV*, which is still one of the very best platform games your money can buy...

SUPER CASTLEVANIA IV

No.3

This month our continuing feature on back-catalogue classics ventures cautiously into the dark foreboding passages of Konami's creepy platform game, crucifix and pointy stick in hand...

Building on an established trilogy of NES games, *Super Castlevania IV* pits you against the most famous vampire of all time – Count Dracula – and his hordes of the undead.

JAP US UK Release

Game: Super Castlevania IV
Publisher: Konami
Released: October 1991
Players: 1
Cart ROM: 8 Mbit

You play a rather strange whip-wielding vampire hunter called Simon (see what I mean?), whose lineage is devoted to the destruction of the Prince of Darkness. You have to overcome12 levels of eldritch horrors against the clock, before you challenge the evil Count Dracula himself.

Quite simply, this game has a depth that far exceeds many more recent efforts. The superbly moody music and sumptuous graphics exploit the full capabilities of the Super Nintendo (right down to the rotating room in Mode 7), creating a cryptic (geddit?) atmosphere that even rivals *Prince Of Persia*. The monsters, too, are ingenious and bizarre: the thought and attention to detail are immediately apparent.

On the downside, *Castlevania* might seem slightly dull at first, and takes time to get interesting. If you don't like your games too tough, you might even give up on it before the fun starts. But that would be a shame, because the action really picks up the further you progress. The password system justifies the difficulty, and yet the game is big enough to make sure that even experienced players won't finish it in a couple of sessions.

All in all, *Castlevania* is a game for the serious, dedicated and discerning games player. A choice and somewhat bloodstained acquisition for your cart collection, and worthy of its classic status.

OVERALL SCORE: 91%

SUPER MARKET

Want to sell your Mega Drive and buy a SNES and games to go with it? Want to sell back issues of game mags? Want to say hello to a pal? You've come to the right place...

Yes, they're FREE ADS 'cos we're fab!

HARDWARE FOR SALE

● Commodore 64, 98 games, nine magazines, two joysticks. Excellent condition. £80 ono. Tel: (071) 732 2868.

● For sale: Amstrad CPC 464, green screen monitor. In perfect condition, sell for £50 or best offer. Tel: (0709) 8162237.

● UK SNES for sale, still has over a year's warranty left + two pads, convertor, five UK games, one US game, all boxed as new. Only £245. Tel: Chris (0206) 769162.

● Mega Drive for sale, £75 ono. Includes *European Club Soccer*, *Sonic* and two joypads. Must be able to collect. Tel: Jamie (0582) 494045.

● SNES (UK), one controller, one SN ProPad with *Super Mario World*, *Super Wrestlemania* and *Sim City*. Good condition. Tel: (0243) 824908.

● SNES (UK) *Mario World*, *F-Zero*, *Sim City*, Capcom Power Stick Fighter, *Starfox* adaptor, and free video (*Akira* or *Fist Of The North Star*). Plus two controllers. All this for only £225. Tel: Iain (031) 228 8265, after 4.30pm.

● Nintendo. Seven great games including *SMB1,3*, two controllers, light phaser, cleaning kit. Asking £80 or swap for *Mario Paint* (SNES). Tel: (071) 622 2049.

● SNES (UK) for sale with two pads, convertor *SFII* (US), *Super Mario World* (UK), *Lemmings* (JAP) and *Doomsday Warrior* (US). All leads. For £160 ono. Tel: Zeshan (021) 777 7002, after 6pm.

● Gerwine Mega Drive control pad. As new in box £8. Also Quickshot Python 3 joystick for Mega Drive. Boxed as new, £5. Tel: (061) 799 4670.

● Super NES (UK) fully boxed, mint condition, two controllers, SCART connector. Two games: *Mario World* and *Street Fighter II*. £150. Tel: (081) 808 7317.

● Amiga 500+ for sale with many games and accessories including *Monkey Island 2*, Premier, joystick, mouse, Philips monitor. £300 ono. Will sell separately. Tel: (0203) 715435.

● SNES *SMW*, *Bart's Nightmare*, *Zelda III*, one controller, two gear sticks. Unwanted Xmas present. Mint condition, boxed. £360. Tel: (Aberdeen) 662673.

● UK SNES, two joypads, good condition. *Super Mario World*, *Mario Kart*, *Axelay*, *SFII*, for £170. Tel: (0226) 48193, after 6pm.

● SNES for sale with five games, convertor and Turbo Touch pad. Games include *Super Star Wars* and *Street Fighter II*. £250 or swap for Amiga 600/1200. Tel: (081) 202 8538.

● Super NES (UK) with *Starfox*, adaptor, six other games, two pads, Super Scope. All boxed. RRP £535 will sell for £300 ono. Tel: (0234) 214858.

● SNES UK, still boxed, exc condition. Two controllers, *Super Tennis*, *Mario Kart*. Worth over £200, sell for £130. Tel: James (0992) 587509.

● Nintendo for sale, good condition £35 ono. Tel: (0732) 450394, after 5pm.

● For sale: UK *Star Wars*, five games inc *Mario Kart*, *Pugsley* and *Pilotwings*. One QJ ProPad. Sell or swap for US *Star Wars*. Tel: Alex (0823) 272448.

● UK SNES with five games including *Mario Kart* and *Street Fighter II*, two joypads including SN ProPad. Also issues 3-9 of *Super Play*. All fully boxed. £250. Tel: (0203) 672603.

● Jap Mega Drive, two joypads (one turbo), five games inc *Sonic 1*, *Monster Land*, *Bonanza Brothers*, *Shinobi*, *Marvel Land* + games convertor. Only £100. Tel: (0932) 840873.

● For sale: Action Replay, in good condition, boxed and comes with instructions. £30 or swap for *Mickey Mouse*, *Ranma 1/2* and/or *Top Gear 1 or 2*. Tel: (081) 904 3475.

● Sega Game Gear for sale, as new, 19 games including *Sonic* and *Sonic 2*, carry case, magnifier, Gear Master convertor, mains adaptor. Everything boxed. Tel: (0462) 677113, after 5pm.

● Super NES, two control pads, *Super Mario World*, *Super Tennis*. Five months old, £110 only. Tel: (0638) 730798.

● UK SNES for sale, comes with SCART socket, two controllers, five UK games, one US game and convertor. SNES also has one-and-a-half year guarantee left. All for only £245. Tel: Chris (0376) 551967, between 6-9pm.

● Atari 520 STE 1 meg upgrade, 20 games, three joysticks, mouse, lots of demos and magazines. Fully boxed and in excellent condition. For £325 ono. Tel: (081) 592 1426.

● SCART PC Engine, one pad plus six games. £90 ono. Tel: (081) 426 9817, after 7pm.

● Sega Mega Drive for sale, seven top games, Japanese game with convertor, one joypad. £220 ono. Tel: (0422) 245943.

● PC Engine for sale with 10 games, PAL convertor and a controller. For £100 or swap for SNES. Tel: Paul (0603) 611070.

● Jap Mega Drive, PAL or SCART power unit, three joypads plus six games including *Sonic 2*. All offers invited!! Or swap for (UK) SNES. Tel: Kevin (081) 539 0385.

● US SCART SNES for sale, four games inc *Street Fighter II*, *Geoman*, *F-Zero* and *Mario IV*. All for (including two joypads + Super Advantage Joy) £200. Tel: Craig (0228) 22711.

● UK SNES, boxed as new with *Super Mario World*, *F-Zero*, *Actraiser*, £160. Will also sell separately. £15 worth of magazines free. Tel: (0203) 398753.

● Nintendo Scope with six cool games. Brand new – still has original box. Original price £65, will sell for £500 ono. Tel: Kam (081) 946 0767.

● Boxed and as new Super Speed cartridge (for US SNES) for sale – £35. Alternatively, will swap for *Cybernator* (US). Tel: Rob (0707) 321881, after 6pm.

● Sega Mega Drive for sale £130 ono. Comes with four top games including *Streets Of Rage 1* and *2*. All for £130 ono. Tel: (0384) 877357.

● US SCART SNES, still under guarantee, all leads £85. Tel: Guy (0252) 621730.

● Sega Game Gear, *Sonic The Hedgehog 1* and *2*, *Mickey Mouse*, *Castle Of Illusion*, *Olympic Gold*, TV tuner £99 ono, or swap for three to four SNES games. Tel: (0892) 662567.

● Supercom (16m) for sale, Works on English Super NES, five games supplied. £240 ono Tel: (0903) 763788.

● Mega Drive and games for sale. *Ecco*, *Sonic*, *Streets Of Rage 1* and *2*, *Toejam And Earl*. Worth £295, will sell for £195. Tel: (0995) 606630.

● Amiga A500 1 meg with over 16 top games, two joysticks, mouse and mat. Just £300 ono Tel: James (0628) 475970.

● UK Super Nintendo, *SFII*, *Desert Strike*, three Game Boy games, ProPad and mags. Worth £270, selling for £150. Tel: (081) 665 1865.

● UK SNES, two joypads, one SN Autofire joypad, all leads, universal convertor, *Mario + Pilotwings* (UK) + *Street Fighter II* (JAP). Boxed. £200. Tel: (071) 731 5629.

● SNES, five games inc *Mario Kart*, convertor, two joypads, one Comp Pro. Brand new, accept £250 ono. Tel: (0228) 31671.

● PC Engine GT (US version), six games, mains adaptor, Jap convertor. Games include: *R-Type* and *Devil Crash*. Exc condition. Sell for £300 ono. Tel: (0938) 555370, after 5pm.

● Game Gear, only £45 with mains adaptor + *Columns*. Tel: Rupe (0777) 870209, after 6pm.

● UK SNES, eight top games inc *SFII*, *Starfox*, *Tiny Toons*, *Pugsley's Scavenger Hunt*, *Super Tennis*, *Mario* + more (two pads). Sell for £350, or swap for Neo Geo. Tel: Richard (0908) 610127.

● Hiya! Want a Game Gear? Well I've got one for you if you've got £80. It's got AC ADA: PTOR + two games, or swap for three SNES games. Tel: (081) 467 9949.

● Game Boy with seven games only £150 ono. Excellent condition. Boxed. Tel: (0282) 37300.

● Game Gear with *Kick Off 1*, *Shinobi*, *Alien*[9] and *Wimbledon*. Mint condition £110 ono. Tel: Tim (081) 530 7490.

● For sale: Sega Mega Drive, boxed and 14 games. Worth £800, will sell for £250, which includes old Sega magazines, issues 0-this month. Tel: (0245) 450762.

GAMES FOR SALE

● PC Engine games/hardware for sale at reasonable prices – including rare titles such as *Splatter House* and *R-Type II*. For a full list of prices, Tel: Mike (0457) 873062.

● *Mickey Mouse*, *Rushing Beat Run*, *Phalanx* (all JAP), boxed with instructions. Excellent condition, all for £50 (must buy all). Tel: (071) 4858037, room E67.

● SNES games for sale (UK) *WWF*, *Super Mario World*, *UN Squadron* and *F-Zero* (US), *Sim City* and *Another World*. Boxed with instructions. Good condition, all for £25. Tel: (0344) 485628.

● *Zelda III* (UK) £30, *Axelay* (US) £30, SNES Pro Action Replay, brand new, only £35 (prices not negotiable). Tel: (0371) 850963.

● *SFII* (US) £25, *Contra* (US) £20, *Actraiser* (JAP) £15, *Ghouls 'n' Ghosts* (UK) £20. Tel: (081) 847 5267.

● SNES games for swap/sale – *Contra III*, *Super Aleste* (UK), *SFII* (US). Postal orders only. No cheques please. Also C64 for sale. Tel: Phil (05395) 32260, after 5pm.

● Atari Lynx games for sale: *Crystal Mines* and *Dirty Larry* £15 each or both for £25. Both good condition. Also *Ninja Gaiden*, unboxed, no manual, £8. Tel: Tony (041) 634 8287, between 8.30pm-11pm, Mondays and Wednesdays only.

● UK SNES games, mint condition, with box and instructions. All rated 80% + in *SP* and other mags. £20-30. Tel: (0952) 541759.

● SNES games for sale, many good titles. £20 upwards. Will consider swaps. Tel: (021) 459 7576.

● *Street Fighter II* (UK), sell for £45 or swap for *Star Wars/Starwing* (UK). Very good condition. Free with purchase *SFII* players guide. Tel: Phil (0503) 262899.

● *Desert Strike*, *Prince Of Persia*, *UN Squadron*, *Super Tennis* (UK) £30 each. *Contra III*, *Super Ghouls 'n' Ghosts* (US) £20 each. Tel: (0403) 790251.

● UK SNES games: *Castlevania IV* and *Super R-Type*, both for £50. Both boxed with instructions. Tel: Nick (0747) 53741.

● For sale: *Street Fighter II* (US) £45 or swap for *Starfox*), *Super Star Wars* or *Tiny Toons*. Tel: (0232) 761878.

● *Pilotwings* (US) for sale. Boxed as new, only £30. Tel: (0252) 613266.

● Great NES games for sale. *Mega Man 2* and *Double Dragon 2* for about £25 each. Tel: Olly (0297) 89736, after 4pm.

● I will sell my *Mickey's Mystic Quest* or swap for any decent game, or US game. Tel: (0352) 754112.

● SNES games for sale: *Castlevania* £28, *WWF* £32, *Batman Returns* £35, *Ranma 1/2 Part Two* £28, JB King joystick £30, *Mystical Ninja* £32. Tel: (0226) 750422.

● I'll swap *Super Tennis* or *Pilotwings* (UK) for *Starwing* or *Final Fight* (UK). Also (UK) *Street Fighter II* (without box) for £30. Tel: (0902) 331216.

● SNES *Sim City* (US) and *Super Kick Off* (UK), both £30 each. Tel: Jan-Fei (0734) 586030.

● *Turtles IV* (JAP) for Super Nintendo. Sell for £20. Tel: Chris (0628) 666413.

● SNES games for sale: *Soul Blazer* (US), *Super Tennis* (UK) and *Zelda III* (US) £25 each. Tel: Chris (081) 876 1961, between 5-6pm.

● US SNES games for sale: *Joe & Mac*, *Road Runner*, *UN Squadron*, *Brawl Brothers*. Also UK *Mario IV* and *Rival Turf*, £25 each, or £120 the lot. Tel: (021) 784 9501.

● *Super Mario Land 2* for Game Boy, only £17. *Rival Turf* (JAP) SNES, £17. Comics, eg *Wolverine*, one only £9, 30 for £5. Tel: (0494) 711946.

● Super NES games for sale: *Super Mario World* (UK) £25, *Super Soccer* (UK) £25, *Mystical Ninja* (US) £25. Tel: (0273) 453364.

● *Top Gear* (UK), *NCAA Basketball* (US), each £30. *World League Soccer* (US) £25. All boxed with instructions. Tel: Ruben (071) 259 2164, after 6pm.

● I have (UK) *Super Mario Kart*, *Desert Strike*, *Joe & Mac Caveman Ninja*. Will sell for no less than £30 each. Tel: (0602) 280250.

● Selling UK SNES games. *Mario World* (94%) £25, *Super Tennis* (92%) £25 and *Street Fighter II* (94%) £35-40. Tel: (05447) 8852.

● US *Legend Of The Mystical Ninja* for sale. Brand new £40. Collection preferred. Tel: (081) 948 0332, evenings and weekends.

● 12 games in one Game Gear cartridge £12, 23 games in one Game Gear cartridge £23. Tel: (0293) 548004.

● *Starfox*, US version, in absolutely spondicious condition!!! Buy for a mere £40 or swap for a JAP/US game. Contact me now!! Tel: (081) 882 1257.

● SNES games for sale. *Final Fight* (US) £3, *F-Zero* £22, *R-Type* £20, *Super Mario World* £24. No boxes. Tel: (081) 847 4831.

● Cardboard cut-out *SFII* stand-up as seen in shops, approx 5ft high, £15. *Star Wars* £36, *Actraiser* £25, *Super Soccer Champ* £13. Will swap any of these for other SNES games, esp *Jimmy Connors*. Tel: Paul (0923) 820294.

● *Super Star Wars* (US) for sale, £40, or a

reasonable offer. Also *Contra III* (US) + *Mario Kart* (UK) for sale, around £35. *Street Fighter II* about £25. Tel: Stephen (0702) 73530.

● *Tiny Toons* for sale, UK version. Unwanted gift £32, or swap for UK SNES version of *NHLPA '93 Hockey*. Tel: (0869) 47655.

● *Mickey's Magical Quest* (US) £35, *Spiderman/Xmen* £25, or both for £50, or will swap for *Super NBA Basketball*. Tel: (0947) 605261.

● *Axelay* (UK) for sale £25, or swap for *Starfox*, *Ranma 1 or 2*, *Star Wars*, or *Fatal Fury*. Tel: (0442) 890 861.

● SNES games for sale: *Mario IV* (UK) £30, *SFII* (US) £40, *Super Adventure Island* (US) £30, or would swap *Mario* or *Adventure Island* for Action Replay. Tel: (071) 701 3548.

● Super Scope for sale for £46 and *Super Aleste* – swap for any good game. Tel: Phil (0494) 677136.

● UK SNES games for sale: *Addams Family*, *Lemmings*, *Pilotwings*, *Super Mario World*, *Super Tennis* and *Zelda*, £30 each. US *Contra III* with Game Boy, £35. Game Boy games: *Gargoyle's Quest*, *Double Dragon*, *Mario Land*, *Mario Land 2*, £15 each. Tel: Andrew (0753) 867047.

● For sale: *Super SWIV* (US), *Super Tennis* (JAP), *Super Soccer* (JAP), *F1 ROC* (US), *Final Fight* (JAP), *Pilotwings* (US), *Robocop* (US). Tel: (Leamington Spa) 832438.

● *Total!* 5-14, *Mean Machines* 16-24, *Super Pro* 1-6, issues of *Game Zone*, all worth together about £70. Swap for *NHLPA Hockey* or *Madden '93*. Tel: Roy (0932) 569608.

● For sale: Japanese version of *Fist Of The North Star* for the Game Boy. Works on British Game Boy even though it's Japanese. Also Game Boy carry case. Both for £15 ono or sold separately. Tel: Chris (0691) 659937.

● Super Nintendo games and Amiga software for sale – all in immaculate, pristine condition – prices range from £1-£30 (all negotiable). (West Ealing.) Tel: Henry (081) 997 5043

● *SFII* (£35), *Probotector*, *Pilotwings* and *Super Tennis* (all £30). All boxed. *Mario World* (£25) all PAL, all vgc. Buyer must be in East Sussex area. Tel: (0424) 426834.

● NES games for sale. Excellent condition and boxed: *WWF*, *Gremlins 2* + *Star Wars*. Tel: Rob (091) 285 2119, after 5pm.

MESSAGES AND EVENTS

● Hi! Matt Andrews, Rob Martindill, Craig Bailey and sod off Baz Evans unless you want to give me *Starfox*! From Craig Cacchioli.

● *City Hunter*, Jackie Chan's new film with *Street Fighter* sequence. Uncut original subtitled version. If interested call Russ. Tel: (081) 776 0556.

● I just want to say: Christopher Beck you are a git. From Pip.

● *City Hunter* videos for sale (copies from Hong Kong TV), £10 each or swap for manga videos. Swap UK *Mickey* for UK *Parodius*. Tel: Kenny (041) 639 3783.

● For sale: Over 150 console mags. Includes issues 1-24 *Mean Machines*, plus *Go!*, *Mega Tech*, *Total!*, *Game Pro*, *Game Zone* + more. Sell or swap for SNES games. Tel: (0245) 359067.

● Andy! I still reckon Konami produce better games than Capcom. My regards to your cat!

● *Electronic Gaming Monthly* US magazines for sale. Issues no 39, 40, 42, 45. Good condition. £10. Tel: Khalad (071) 924 1336.

● Mags for sale. *Super Play* 1-9 mint cond Plus loads of others: *Total!*, *Super Action*, *Nintendo Magazine System* and more. Swap the lot for a game. 100+ mags. Tel: (0455) 840623.

WANTED

● Neo-Geo wanted, with one game and two controllers. Will pay £200-£250 depending on game. Tel: (0939) 210361.

● SNES games wanted. Reasonable price paid for six games that scored over 70% in *Super Play* only. Plymouth area preferable. Tel: (0752) 816654.

● I want to buy your used SNES games. None refused. Best prices paid. Tel: (081) 968 6933, after 6pm.

● Wanted: *Street Fighter II* UK version. Will pay up to £35. Tel: (0225) 448079, after 6pm.

● Super NES games and consoles, Mega Drive games up to £25 paid for quality games. Tel: Ben (0206) 240465.

● Super Famicom game, *Ranma 1/2 Part One* badly wanted. Name your price! Tel: Pete (0642) 780527.

● Wanted SNES games (will consider any!). Also SNES games for sale or swap. Tel: (0262) 671434, after 6pm.

● Manga magazines wanted. Will pay asked price as long as it's reasonable. Tel: Jason (0845) 525579, after 4pm.

● Wanted (badly) *Starfox*, *Buster Busts Loose*, *Jimmy Connors Tennis* or *Cybernator*. All offers considered. Tel: Craig (0787) 310554, between 4-6pm.

● Wanted: *NHLPA Hockey*, *Cybernator* and *Desert Strike* (US/UK). Tel: (0532) 822437.

● Wanted: *Human Grand Prix*, *King Arthur's World*, *Utopia*, *Desert Strike*. To buy or swap for my titles US/UK/JAP. Tel: Tony (0926) 832438.

FANZINES

● Anyone interested in writing stuff for a Super NES fanzine? Knowledge of anime, SNES games, Japanese movies, etc a must. Tel: Ben (0489) 584550.

● *Gamescene*, for all SNES, NES and Game Boy owners. Reviews, previews, competitions, tips and cheats. 75p (p&p included). Tel: Paul (0604) 492021.

SWAPS

● I will swap my *Mario World* for your *F-Zero*, *Jimmy Connors Tennis* or *Mario Kart*, or will sell for £25. Tel: (0933) 680929.

● I want to swap my *Super Mario World* (UK) for *Super Star Wars* (UK). US okay. Tel: Shane (0962) 882333.

● *Final Fight 2* (JAP), mint condition, to swap for *Starwing* or sell for £45. Tel: (071) 511 0075.

● Sex! That got you excited, didn't it? Swap my *Smash TV* (US) for your *Super Soccer* (UK or US) or *Mystical Ninja* (US). Tel: Tom (081) 898 7992.

● Swap my *Sim City* (UK), *NCAA Basketball* (US) for *World Class Rugby* (UK), *Addams Family 2* (UK) or *Desert Strike* (UK). Also my *Super Star Wars* (UK) for *Starwing* or *Alien*^{3}. Tel: (0925) 34643, after 6pm.

● Swap *Castlevania IV*, *Contra III*, *Double Dragon* (US) for *Ghouls 'n' Ghosts* or other good SNES games, or sell for £30 each. All boxed and instructions. Must be US/UK games. Tel: John (0484) 514834.

● *Zelda III* for your *Shadowrun* or any other good games considered. Tel: (0932) 782511.

● Swap my *Bart's Nightmare* or *Smash TV* (UK) for any other UK SNES games. Preferably *Axelay*, *Prince Of Persia* or *Final Fight*. Tel: (0476) 860007.

● Swap my *Tiny Toons* (UK), *Castlevania* (UK), *Batman Returns* (US), *Bart's Nightmare* (UK) for *Alien*^{3}, *Cybernator*, *Mystical Ninja*. Other games will be considered. Tel: (071) 833 5646.

● I have (US) *Final Fight* and (US) *Gradius III*. Swap for *Soccer Champ*, *Irem Skins*, *Axelay*, *Parodius*, *Space Megaforce*, *Star Wars*, *Starfox* or *WWF II*. US versions preferred. Tel: Paul (0789) 488205.

● Super NES game *Super Mario World*, £28, or swap for *Super Tennis* (UK). Buyer to collect. Tel: Rotherham (0709) 370149.

● Swap US *Star Wars* or *Starfox* (adaptor included) for US *Tecmo Super NBA*, *Batman Returns* or *Cybernator*. No others! Tel: (0534) 35037.

● Swap my Atari Lynx II and three games, adaptor and carry case, for two SNES games. Preferably *NHLPA Hockey*, *Parodius*, *Mickey's Magical Quest*, or *Super Mario Kart*. Tel: Tony (081) 568 6087.

● Swap my *Tiny Toons* (US) and *Star Wars* (US) for *Bubsy* (US) or *Batman Returns* (US) or *Starwing* (UK). Tel: (0501) 743950.

● For sale: Amiga games *Monkey Island II*, *Curse Of Enchanter*, each £30 ono, or swap for SNES games. Tel: Stuart (061) 793 6428.

● SNES swaps. *Super Star Wars* (US) for *Legend Of The Mystical Ninja* (US), *Soul Blazer* (US) for *Kikikaikai* (US or JAP). Tel: Neil (0292) 312036.

● SNES games to swap. *Top Gear* (US) + adaptor, *Mario Kart* and *Mario* (no box). Both UK for *Super Royal Rumble*, *Starwing* and *Basketball* (UK only). Tel: (0222) 860241.

● Will swap mint UK *Super Probotector* for *Ranma 1/2 Part Two* and will pay £5 for a decent convertor. Tel: (0245) 264675.

● Swap *Waialae Golf* (US) for *Irem Skins* or *Pebble Beach Golf*. Tel: (0978) 852303.

● UK Super NES games to swap. Tel: Bob (0202) 480958.

● I'll swap my *Mario Kart* for your US games, ie *SFII*, *Cybernator* (*Mario Kart* is US too). Tel: (0443) 451770.

● Swap your unwanted SNES games – £3 per swap. Tel: (0745) 334965, after 6pm.

● Swap my *UN Squadron* (UK) for your *Axelay* or *Mario Kart* (UK). Tel: (0294) 71738, after 8pm.

● Swap UK *Dragon's Lair*, *WWF*, *Smash TV*, *Turtles IV*, *Super Soccer*, *Super Tennis*, *Mario IV* for *Kick Off* or any other good SNES game. Tel: (0234) 854939.

● Swap my *F1 Circus* (JAP) and £5 for your *Mario Kart*, *Pilotwings* or *Starfox* (will add another £10), JAP/US/UK. Tel: (0253) 43561.

● I will swap my *Joe & Mac* for your *King Of The Monsters* or *Sim City*, or any other good game. Tel: (North Shields) 2596387.

● I will swap *Super Ghouls 'n' Ghosts*, *Super Mario World*, *Krusty's Super Fun House* for *Turtles IV*, *Zelda III* or *Joe & Mac*. Tel: (0865) 883462.

● Swap my *Super Castlevania IV* (UK), *Super Aleste* (UK), *Super Ghouls 'n' Ghosts* (UK), *Mario IV* (UK), *Prince Of Persia* (JAP). Swap for great SNES games (UK) esp *Mario Kart*. Or sell for £30 each. Games must have got over 85%. Tel: (0275) 463991.

● Have you got *Xandra's Big Adventure*? If so, I want it! I have a choice of 10 cartridges to swap. Tel: (0707) 322170, after 6pm.

● I'll swap *SFII* (UK), unboxed, for *Super Mario Kart* (UK), *Super Probotector* (UK) or *Super Tennis* (UK). All with instructions. Tel: (0793) 695138.

● Swap *Super SWIV* (UK), brand new, for *Pebble Beach Golf* or *Waialae Country Club Golf*. Must be in good condition. Or sell for £35. Tel: (0543) 255040, before 6pm.

● Swap/sell Super Famicom SNES *Mario Kart*, *Super Star Wars*, *Space Megaforce*, *Axelay*, *Lemmings*, *Cybernator*. Tel: (0442) 247958.

● *Super Battletank* and *Fire Pro Wrestling* for one of the following SNES games: *Desert Strike*, *Super Star Wars*, *Another World* or *Starfox*. *Wings II* for either *Spiderman & The X-Men* or *Ghouls 'n' Ghosts*. Tel: (0704) 28184, after 6pm.

● For sale/swap. UK NES games. *Air Wolf*, *Blades Of Steel*, *Roller Games Track And Field 2*, *Shadow Warriors*, *Super Mario Bros 2*. Tel: (0272) 775767.

● Swap *Bart's Nightmare*. Any SNES game considered, especially *Zelda*! or *Mario Paint*. Tel: (0255) 240434.

● Wanted: *Mario Kart* (US/UK) for *Irem Skins* (US) or *Prince Of Persia* (US). Tel: (0823) 259063.

● Swap *Castlevania IV* (UK) for *Super Parodius* or *Axelay* (UK). Tel: (0908) 567802.

● I have: (UK) *Pilotwings*, *Mario IV*, *Super Ghouls 'n' Ghosts*, *Contra III* (US), *Mario Kart*, *Super Tennis* and *Sim City*. Will swap for *Cybernator*, *F-Zero*, *Lost Vikings*, *Madden '93*, Action Replay, or any decent game. Tel: (071) 435 5574.

● Swap my US *Lemmings*, JAP *Axelay*, US *Smash TV*, US *Ramparts*, for any decent titles. Tel: (0302) 745979.

● Will swap SNES with ProPad and *Street Fighter II* and Game Gear with three games and convertor and car adaptor for Amiga (500-600). Tel: (0524) 69119.

● I will swap either *Zelda III*, *Castlevania IV*, *Super WWF* for *Mickey's Magical Quest* or *NHLPA Hockey* (only UK versions). Tel: (0252) 310996.

● Swap *Zelda III*, *F-Zero* (UK) for *Prince Of Persia*, *Krusty's Fun House*, *Tiny Toons*, *World Class Rugby* or *Castlevania IV* (UK). Tel: (0978) 754244.

● Will swap either *Zelda II*, *Lemmings*, *Bart's Nightmare* (all UK), or *NCAA Basketball* (US) for either *Super SWIV*, *Batman Returns*, *SFII* or *Super Parodius* (US/UK/JAP). Tel: (0532) 789404.

● I will swap or sell these SNES games: *Super Mario World*, *Super Tennis*, *Super Soccer* and *Super R-Type*. Tel: (061) 336 2175.

● Super NES exchange club. Help beat Nintendo's prices. Please send a list of games you wish to exchange and we'll see what we can do. Your games will be returned if no swap is suitable. All swaps are free. Ring for address. Tel: Phil (0474) 707254.

● Will swap: *Super Tennis*, *Street Fighter II* and *Super Probotector*, all UK for: *Super Mario Kart*, *Castlevania IV* and any other good games. Tel: (081) 527 9030.

● Swap *F-Zero* or *Sim City* for any good games esp *Final Fight*, Pro Action Replay, *Turtles IV*. All UK versions please. Tel: Michael (0532) 532637.

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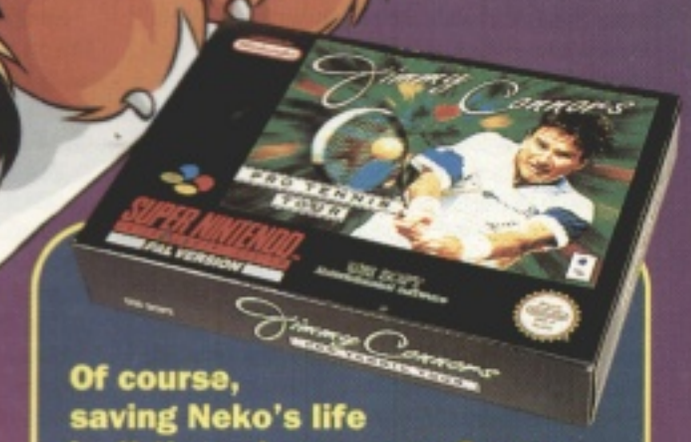

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OCTOBER 1993 ISSUE 12

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

BACK ISSUES

ISSUE 11
Super Mario Collection, *Street Fighter II Turbo* and *Mortal Kombat* reviewed. A Super Player's Guide to *Final Fight 2*, and interviews with men in the know.

ISSUE 1
A complete guide to the SNES, games like *Super Mario Kart* and *Bart's Nightmare*, and a free pin badge! But – oh dear! – sold out!

ISSUE 2
Bigger and better, with a giant feature on baseball games, tons on *Zelda III*, a Japanese show report, player's guides and more!

ISSUE 3
A free poster, CD ROM explored, a huge *Super Mario World* guide, a review of *Mickey's Magical Quest*, but, sadly, sold out!

ISSUE 4
Lots about special chips in carts, *Super Star Wars* and *Human Grand Prix*, tips to *Actraiser* and *Another World* and much more!

ISSUE 5
A giant CES report, multi-player fun, reviews of *Assault Suits Valken* and *Tiny Toons*, a *Desert Strike* guide and – yes! – more!

ISSUE 6
The fabulous *Starfox* previewed, Japanese comics revealed, a giant *Starfox* poster and the best *Street Fighter II* tips yet!

ISSUE 7
Loads on RPGs, lots on *Starfox*, joysticks and pads, *Pugsley's Scavenger Hunt* reviewed, a *Mickey Mouse* guide and more!

ISSUE 8
Behind the scenes with Bullfrog, *Nigel Mansell* and a driving game special, *Pop'n Twinbee* and a massive *Starfox* guide.

ISSUE 9
SFII Turbo previewed, reviews of *Super Bomberman* and *Alien*^{3}, game music CDs and a guide to *Pugsley's Scavenger Hunt*. Cor!

ISSUE 10
Giant report on all the new games from the CES, plus *Final Fight 2*, *Striker*, *Shadowrun* and fixing your SNES, the easy way!

Right! That's it! You've really gone too far this time! I'm going to... I'll... I'll... um, I'd better subscribe to *Super Play*, really, hadn't I!?

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NEXT MONTH

IN SUPER PLAY!

LOADS OF REVIEWS!

The Autumn and Winter release schedules are really making their presence felt on *Super Play*'s 'to be reviewed' shelves. And we've got some great stuff for you next month.

Yes, we've got Marubeni's *Aero The Acrobat*, *World Heroes*, *Top Gear 2*, the *Wing Commander Secret Missions*, *Captain America* from Mindscape, and *Mario & Wario* (Okay, so it didn't happen this month. Blame Japan). Also, you can expect such offerings on the groaning review table as the charismatically-named *Pretty Soldier Sailor Moon* (taken from the top anime cartoon, of course), *J-League Soccer*, *Might & Magic 2* and System 3's *Super Putty*.

Aero the acrobat? Aero the bubbly, holey chocolate bar, more like. (Peppermint flavour).

Fighting (below). Yes, that's where it's at. Fight on!

TIPPED!

Let's not be too coy aboût our tips. We tell you how to make the most of *Mortal Kombat*. Or rather our top chum and all-round great games player, Allan Brett tells you how to do it. He really knows his stuff, that boy. And as if that wasn't enough, we've got part two of our *Super Mario All Stars* player's guide. This will take you through *Super Mario 2* and *Super Mario 3*. In Zy's own words 'It took me ages to do that swine. I reckon I've got nearly everything in!'

Plus, of course, there will be thousands, possibly billions of tips about the games you're currently playing. Well, not billions, but lots anyway. More than this month.

We discover what game's going to beat *Mario*, *Street Fighter II* and *Mortal Kombat*. Yes, we've got spies out at this precise moment who are busy finding out what the Next Big Thing for the Super Nintendo will be. And next month we'll be able to tell you exactly what that thing is. How can we be so sure? How can we get this info? Well we're not going to tell you. You'll just have to read *Super Play* next month to find out, won't you?

JAPANESE GAMES: The Inside Story

Well, if it was the inside story, you might presume we were inside. But something happened to Jonathan as he waddled towards Nintendo's HQ in his Yoshi costume. He was set upon by a crowd of active Japanese schoolkids, who, thinking he was the real Yoshi, stuffed him so full of cakes, buns and 'cookies' that he had to be rushed to casualty. Thus the electrified railings of Nintendo still elude us...

& ALFRED CHICKEN *SPEAKS!*

The loser of the Christchurch by-election clucks out! He squawks of fixing. Of the pressure and pain that go hand in hand with politics and power. He blows the lid on... oh it's no use. We're not really going to interview a sad, and some would say fictitious, Mindscape character. We'll have to find someone else. But don't worry, readers. We will.

Issue 13 of *Super Play* hits the mean streets on 7 OCTOBER! Miss it at your peril!

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SUPER QUIZ

THE ANSWERS!

To put you out of your misery, here're the answers to the quiz on page 14.

EASY

1) In Balrog's stage on *Street Fighter II*.
2) Princess Toadstool (her Japanese name). Didn't you know that?
3) John Leguizamo, for goodness' sakes.

NORMAL

1) 2,000 Earth years. Hence his being a bit of a baldy.
2) 7, if memory serves. Hence his being a bit of an, er, wrinkly.
3) The outerplane of, oh I can't remember. Somewhere fictitious. Setting these quizzes isn't easy, you know.

HARD

1) Sonya Blade. The rock-hard lass with the very attractive green leotard and the bendy thighs.
2) Jump, Punch and Down.
3) Kamala, of course. If you didn't know that, you're a complete divvy and you haven't read the top of Gamefreak on page 77 of the previous issue. (I have).

END-OF-LEVEL ANSWER

Zelda. Named, according to Robin, after *Zelda* on the SNES (actually he said Game Boy, but we all know he meant SNES).

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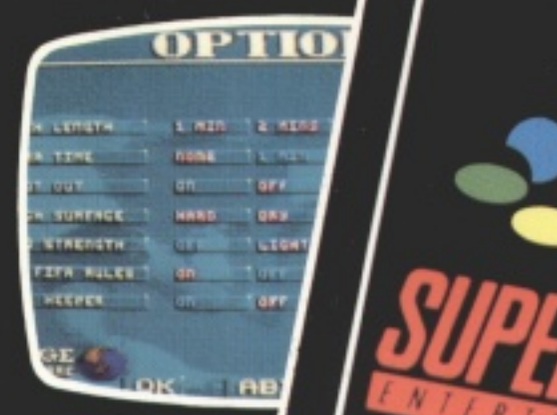

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